THE CRASH BANDICOOT FILES

HOW WILLY THE WOMBAT SPARKED MARSUPIAL MANIA

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ABOUT THIS BOOK

This volume reproduces reference material that was originally created by Naughty Dog during the development of *Crash Bandicoot* (née Willy the Wombat) in 1996. This content has been scanned and printed at the highest possible quality from the best available sources. Dark Horse's goal is to recreate this material as completely and authentically as is achievable.

FOREWORD

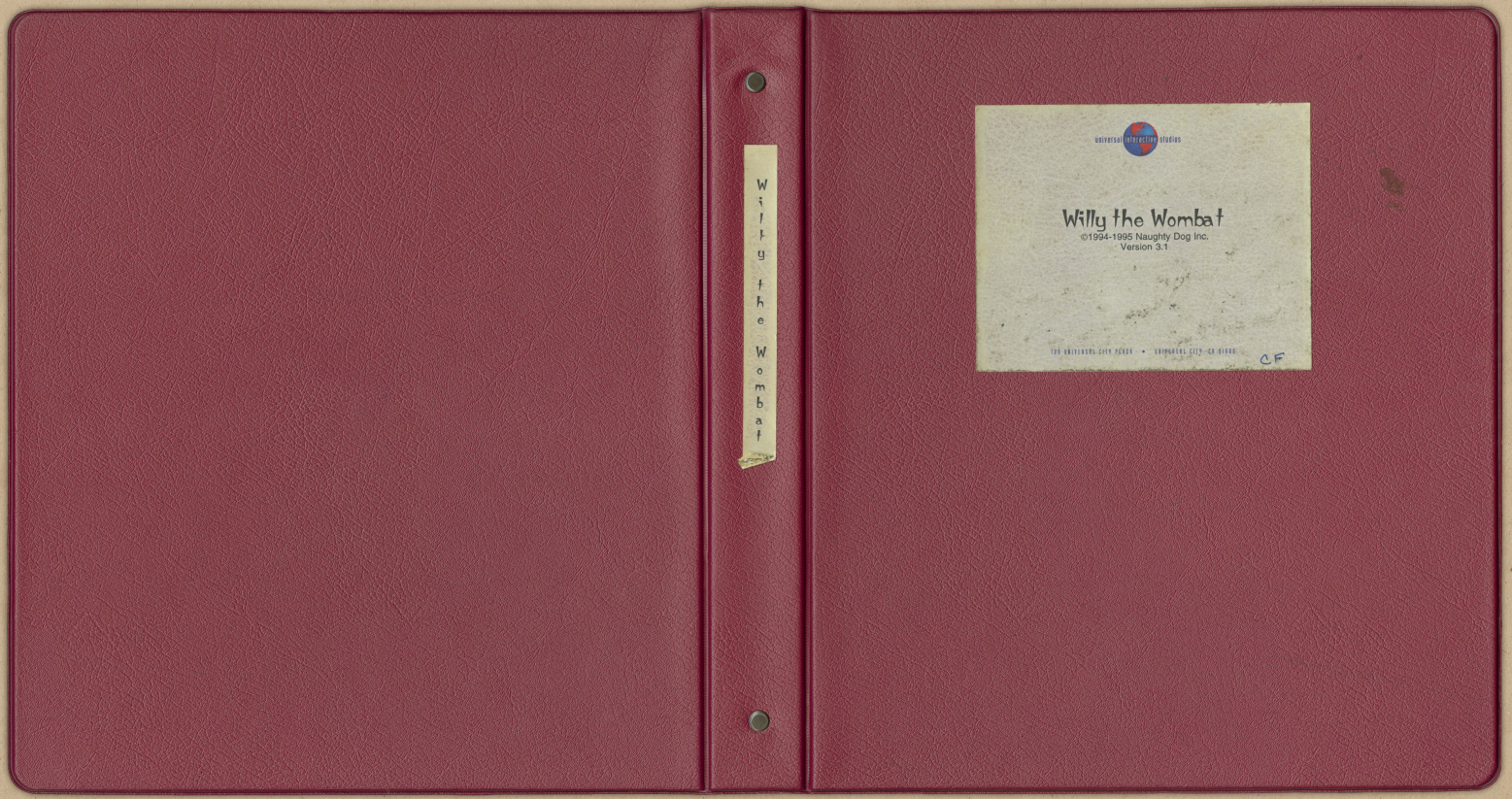
In the autumn of 1994, when Naughty Dog began work on the game that became *Crash Bandicoot*, we quickly decided the hero would be an anthropomorphic cartoon marsupial—initially a wombat—and worked out the basic characters, broad storyline, and the three-island progression. But as we started defining the look of the game, our fledgling company of three people undertook the then highly unusual approach of injecting "real, Hollywood production design" into the game-making process. Urged on by our recent move to Los Angeles and by our Executive Producer, Mark Cerny, we contracted a pair of talented cartoon design artists named Charles Zembillas and Joe Pearson. Over the next few months they worked in collaboration with our little team—in those early days just Andy Gavin, Jason Rubin, and Dave Baggett, later joined by Bob Rafei, Taylor Kurosaki, Justin Monast, Charlotte Francis, and Dan Kolmorgen—to help sketch the art design for the character and game concept we had been gestating.

These journals, assembled sometime in 1996 toward the end of the project, are filled with incredible artwork by a mix of Joe, Charles, Naughty Dog, and Universal Interactive Studios team members. Individually, the sketches themselves were used to quickly and iteratively evolve the look of characters and backgrounds before undertaking the more time-consuming technical artistry of reducing these beautiful drawings into the extremely low polygon models and textures that actually make up the game. In fact, it's somewhat of a miracle that any of Charles's and Joe's amazing design work survived the painful cram down into the two-thousand-ish polygons the Crash 1 engine managed to stuff on screen each frame.

It's also important to understand that bringing Crash to life involved collaboration by our entire team. This process began with game and art concept and engine coding, then moved through technical artists and programmers to realization. In particular, the level design process, by which we mean the game play and layout apart from the level-style depicted in the sketches, was highly interactive. Creatures, layouts, and mechanics were all scrapped and reworked on a daily basis in pursuit of a fun and creative player experience. Almost none of this started on paper, but rather involved in-game trial and error by our level designers Bob, Taylor, and Jason working with programmers Andy and Dave. Therefore, the level layouts and game play mechanics documented in this volume were almost always drawn after the creation process settled down to playable levels. Our Producer, David Siller, would then draw his cute level summaries to document the end result.

As a complete work, this journal was intended mostly to collect together various documents for posterity as well as internal and external evangelism. It should be considered unique and historic, a relic peering into the days of *Crash Bandicoot* development, but certainly not indicative of the entire process. Indeed, in the age before pocket cameras, most of *Crash Bandicoot*'s creation is lost to posterity. We have no record of the tens of thousands of hours of programmers, artists, and game designers pounding away at keyboards, flicking mice, or heatedly debating game design over the shoulders of their fellow coworkers. This essentially collaborative core development involved around a dozen brilliant people with a diverse set of talents—unified by their love of games and determination to bring to life that most vivacious and memorable of Bandicoots.

—Andy Gavin and Jason Rubin, October 2017


Willy the Wombat
universal interactive studios
Willy the Wombat
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Version 3.1
CF

Willy The Wombat

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Version 3.1

OUTLINE

A. Deadlines

B. The Story

C. Maps

D. Backgrounds

E. Characters

F. Support Characters

G. Other Art

H. Play Technique

I. Pick-Ups

J. Secrets

K. Sound

ETA	Date	Team 1 (Rafei, Kurosaki, Rollins, PJ)	Level Schedule (new)	Team 2 (Rubin, Francis, Morgan, Dio)
12	8-Jan	Villiage - 2d 2		Ripper Roo
		Villiage - Inside 1		
		Villiage - Inside 2		
11	15-Jan	Jungle - Rollers 3		Brio
10	22-Jan	Ruins - Platform/Inside 1		
		Ruins - Platform/Inside 2		
9	29-Jan			Cortex
8	5-Feb	Ruins - 2d 1		
		Ruins - 2d 2		
7	12-Feb			Koala Kong
6	19-Feb	Castle - Lab 1		
		Castle - Lab 2		
5	26-Feb			WILLY ANIMATION
4	5-Mar	Castle - Halls 1		
		Castle - Halls 2		
3	12-Mar			Kimono & Kimodo
				Level d- waterfall
2	19-Mar	Castle - Outside1		
		Castle - Outside2		
1	26-Mar			Bonus - Level A
				Bonus - Level B
				Bonus - Level C
0	1-Apr	Sleep		Sleep

+3more map screens
+ menu items

ETA	Date	Team 1 (Rafei, Kurosaki, Rollins, PJ)	Level Schedule (new)	Team 2 (Rubin, Francis, Morgan, Dio)
20	13-Nov	Break Up Levels/Make 2nd Level:		Finish:
		Level c-Rock Sliders		Level g-DK
		Level f-River		Level d- waterfall
19	20-Nov	Level e-Boulder		Mountain - Rope Bridge 1
18	27-Nov	Villiage - 2d 1		
17	4-Dec			Mountain - Rope Bridge 2
16	11-Dec	Villiage - 2d 2		Ripper Roo
15	18-Dec	Villiage - Inside 1		
14	25-Dec			Castle - Halls 1
13	1-Jan	Villiage - Inside 2		
12	8-Jan	Koala Kong		Castle - Halls 2
11	15-Jan			Castle - Outside1
10	22-Jan	Ruins - Platform/Inside 1		
9	29-Jan			Castle - Outside2
8	5-Feb	Ruins - Platform/Inside 2		Brio
7	12-Feb	Ruins - 2d 1		
6	19-Feb			Castle - Lab 1
5	26-Feb	Ruins - 2d 2		
4	5-Mar	Kimono & Kimodo		Castle - Lab 2
3	12-Mar			Cortex
2	19-Mar	Bonus - Level A		
1	26-Mar	Bonus - Level B		Bonus - Level C
0	1-Apr	Sleep		Sleep

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LEVEL LIST

#	Type	Level#	Name
1	3D	Level 9	Jungle - Entrance
2	3D	Level c	Jungle - Rollers 1
3	2D	Level i	Villiage - 2D 1
4	3D	Level h	Villiage - Inside 1
5	3D	Level	Villiage - Inside 2
6	2D	Level q	Villiage - 2D 2
		Level a	**--Papu Papu**
7	P	Level f	Jungle - River 1
8	3D	Level l	Jungle - Rollers 2
9	IJ	Level e	Jungle - Boulder Chase 1
10	2D	Level b	~~Mountain - 2D Dirt Cliff~~
			--Koala Kong
11	IJ	Level j	Jungle - Boulder Chase 2
12	3D	Level o	Jungle - River 2
13	3D	Level	Jungle - Rollers 3
14	2D	Level d	Mountain - Waterfall
		Level n	**-- Ripper Roo**
15	P	Level	Ruin - Platform 1
16	2D	Level	Ruin - 2D 1
17	2D	Level	Ruin - 2D 2
18	P	Level	Ruin - Platform 2
			-- Kimono & Kimodo
19	3D	Level 3	Power Plant - 3D
20	2D	Level 6	Power Plant - 2D
21	P	Level 5	Power Plant - Platforms
22	3D	Level 7	Power Plant - Barrel Roll
		Level 8	**-- Pinstripe**
23	3D	Level k	Mountain - Rope Bridge 1
24	3D	Level m	Mountain - Rope Bridge 2
25	3D	Level	Castle - Halls 1
26	3D	Level	Castle - Halls 2
			-- N. Brio
27	2D	Level	Castle - Outside 1
28	2D	Level	Castle - Outside 2
29	3D	Level	Castle - Lab 1
30	3D	Level	Castle - Lab 2
			-- N. Cortex
A		Bonus A	Cavern - Bonus A
B		Bonus B	Cavern - Bonus B
C		Bonus C	Cavern - Bonus C

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LEVEL LIST

#	Type	Level#	Name
1	3D	Level 9	Jungle - Entrance
2	3D	Level c	Jungle - Rollers 1
3	2D	Level i	Villiage - 2D 1
4	3D	Level h	Villiage - Inside 1
5	3D	Level	Villiage - Inside 2
6	2D	Level	Villiage - 2D 2
			--Papu Papu
7	P	Level f	Jungle - River 1
8	3D	Level c	Jungle - Rollers 2
9	IJ	Level e	Jungle - Boulder Chase 1
10	2D	Level b	Mountain - 2D Dirt Cliff
			--Koala Kong
11	IJ	Level e	Jungle - Boulder Chase 2
12	3D	Level f	Jungle - River 2
13	2D	Level g	Mountain - 2D Donkey Kong
14	2D	Level d	Mountain - Waterfall
			-- Ripper Roo
15	P	Level	Ruin - Platform 1
16	2D	Level	Ruin - 2D 1
17	2D	Level	Ruin - 2D 2
18	P	Level	Ruin - Platform 2
			-- Kimono & Kimodo
19	3D	Level 3	Power Plant - 3D
20	2D	Level 6	Power Plant - 2D
21	P	Level 5	Power Plant - Platforms
22	3D	Level 7	Power Plant - Barrel Roll
			-- Pinstripe
23	3D	Level	Mountain - Rope Bridge 1
24	3D	Level	Mountain - Rope Bridge 2
25	3D	Level	Castle - Halls 1
26	3D	Level	Castle - Halls 2
			-- N. Brio
27	2D	Level	Castle - Outside 1
28	2D	Level	Castle - Outside 2
29	3D	Level	Castle - Lab 1
30	3D	Level	Castle - Lab 2
			-- N. Cortex
A		Bonus A	Cavern - Bonus A
B		Bonus B	Cavern - Bonus B
C		Bonus C	Cavern - Bonus C

B. THE STORY

Ext. Three Islands

HIGH ANGLE looking down on the three island archipelago. The sky is dark and laced with flashing bolts of lightening. Neo Cortex's expressionistic castle is prominent on the volcanic peak of the third island. TRUCK IN rapidly on the castle and a lit window in the topmost tower.

NEO CORTEX (GLOATING VO)
I, Neo cortex, have sought refuge from a cruel world here on these isolated islands, amid the ruins of the lost civilization of Lemuria!

Dissolve To:

Castle Int. — Laboratory

A high ceiling chamber dominated by Evolvo Ray, a complex, but goofy looking machine, covered with masses of heavy wires, coils, light bulbs, etc., that lead to a pointed nozzle poised over an operating table. NEO CORTEX stands in front of his creation facing his henchmen, six mutated animals - KOALA KHAN, RIPPER ROO, KIMONO and KOMODO, the TASMANIAN TIGER, and PINSTRIPE. N. BRIO hovers worshipfully nearby.

NEO CORTEX
With my Evolvo Ray I have raised you up from your humble origins to be my Warlords, the leaders of a conquering army of mutated animals that will soon dominate the world!

He gestures grandly OS.

Angle — Cortex Vortex

A sealed test tube shaped chamber. A forest of wires run from its top and into T.V. set shaped units mounted in the air above it.

NEO CORTEX (CONTINUED)
In here, is your General! He was a mere Wombat, but I have turned him into a ruthless genius! (He gestures OS)

Angle — Karmen

She preens.

NEO CORTEX (CONTINUED)
And a fit mate for you, my dear! Together you shall breed an army of uberwombats!

B. THE STORY - Continued

Angle — Cortex Vortex

N. Cortex leans into frame, his maniacal face filling the screen.

NEO CORTEX (CONTINUED)
For 7 days and nights he has been in the Cortex Vortex. the output of 200 separate channels has been fed directly into his brain, 24 hours a day! (grandly) I give you . . . WILLIE!

The top half of the Cortex Vortex opens up revealing Willie. He strikes a heroic pose.

WILLIE
(nobly)
Friends, Romans, Cortexmen! Lend me . . .

Willie contorts momentarily as a new personality takes over - a fast talking huckster.

WILLIE
(rapidly)
. . . Only nineteen ninety five, for this BEAUUUUTIFUL BLENDERIZER! Guaranteed to . . .

Willie contorts again. He's now Dirty Harry.

WILLIE
. . . Make my day! (contorts) May day! May day! Bandits at twelve o'clock! May . . .(contorts)

Willie pauses, seeing Karmen. He zips to her side. He bows low, taking her hand.

WILLIE
(gallantly)
. . . May I have this dance? YOU'RE incredible!

Karmen smiles. N. Cortex freaks out.

NEO CORTEX
His brain has been overloaded! I've created a media monster! Million, BILLIONS I have spent! Years of my life! And for what? ANOTHER failure!

He punches a prominent "Rejection Button".

B. THE STORY - Continued

NEO CORTEX
REJECT!

A trap door opens under Willie. He holds for a moment in mid-air and starts to speak then drops out of sight.

WILLIE
(Arnold Voice)
I'll be . . . BAAAACK . . .!

CARMEN
(distressed)
Willie!

NEO CORTEX
(suavely)
Do not fret my princess! I WILL create your ultimate mate! Then together, we shall CONQUER THE WORLD! And I, NEO CORTEX, shall be it's RULER!

CARMEN
But I don't care about your silly war games! I just want Wil . . .

NEO CORTEX
Willie is doomed! He will soon be destroyed by the hordes of deadly animals, natives, mutants, and traps that infest these islands!

Wipe To:

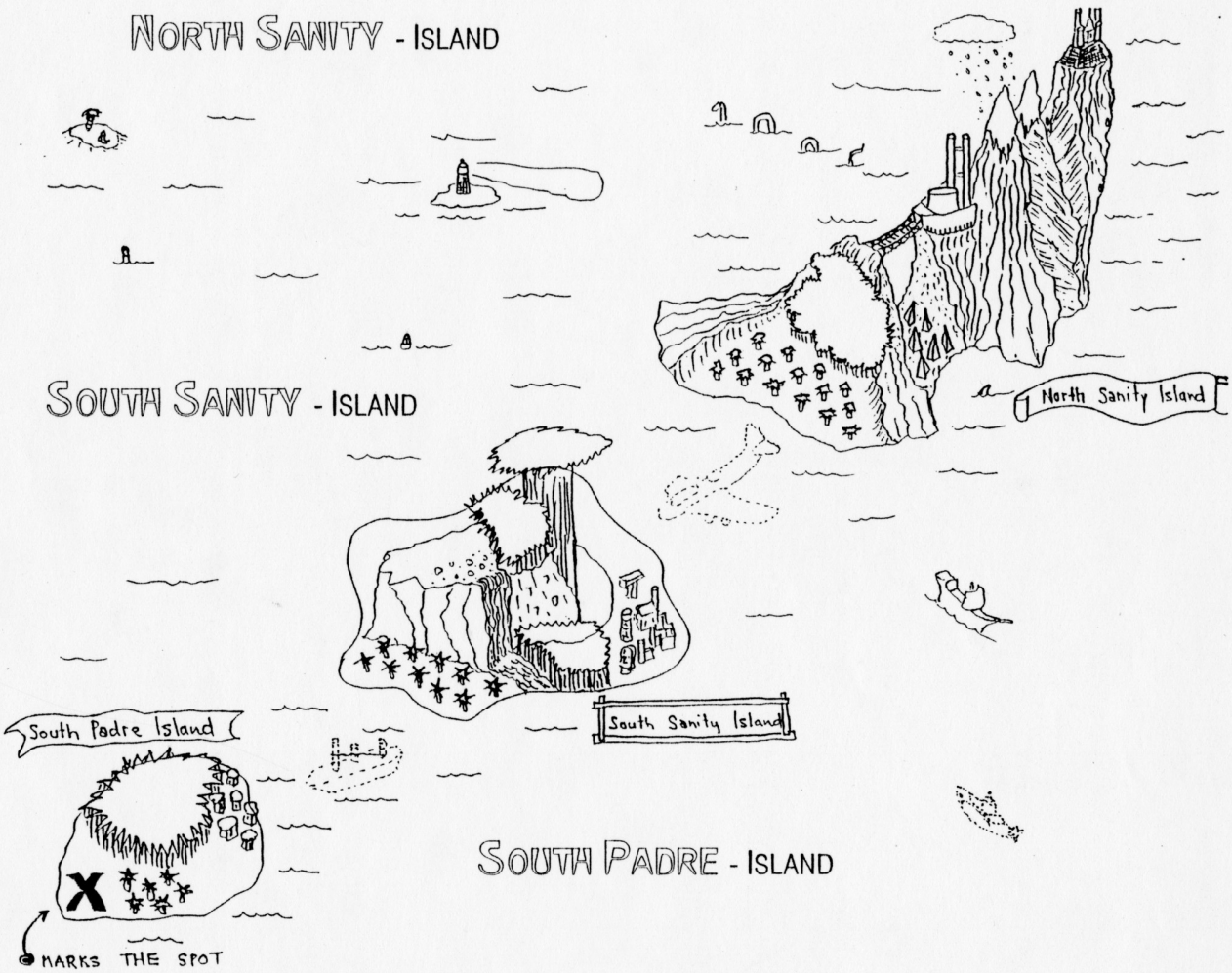
Ext. Island Beach

WILLIE lays face down in the sand at the water's edge. He jumps to his feet.

WILLIE
(heroic, Dudley Dooright voice)
Don't worry my love, I . . . (contorts) . . . Shall return!

C. MAPS

MAP OVERVIEW



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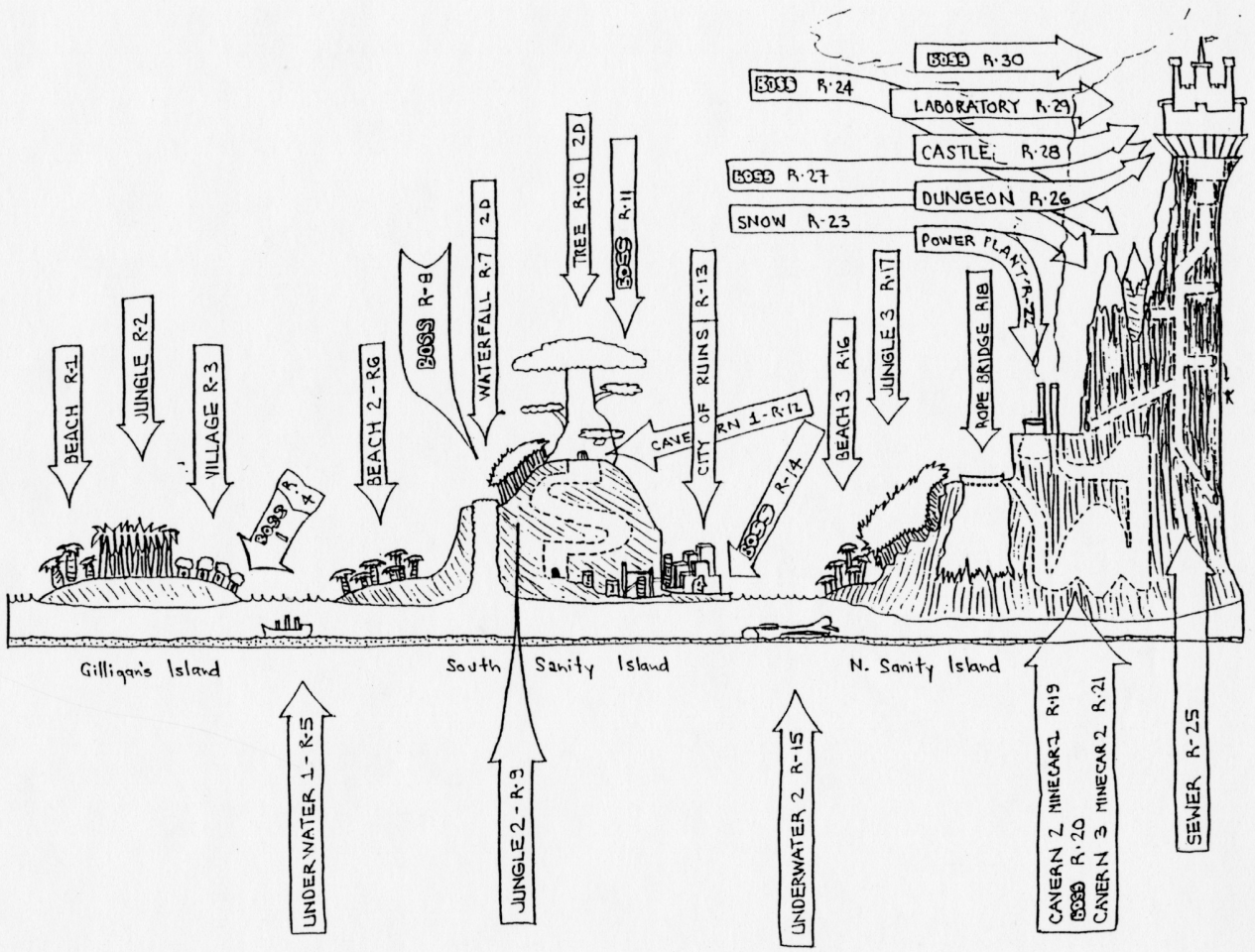
C. MAPS

LEVEL STRUCTURE

J. Rubin & D. Siller



C. MAPS

GAME WORLD STRUCTURE

ROUND FLOW CHART STRUCTURE

There are 30 separate "rounds" of play with 8 different "levels". The level changes when a BOSS is defeated.

LEVEL	ROUND	DESCRIPTION	BOSS	ISLAND
1	1	Beach 1		
	2	Jungle 1		**Gilligan's**
	3	Village 1		**Island**
	4	Boss 1	Head Native	
2	5	Underwater 1		
	6	Beach 2		
	7	Waterfall		**South**
	8	Boss 2	Ripper Roo	
3	9	Jungle 2		**Sanity**
	10	Giant Tree		
	11	Boss 3	Koala Kong	**Isle**
4	12	Cavern 1		
	13	Ruins City		
	14	Boss 4	Kimodo/Kimono	
5	15	Underwater 2		
	16	Beach 3		
	17	Jungle 3		
	18	Rope Bridge		
	19	Cavern 2		**N. Sanity**
	20	Boss 5	Pinstripe	
6	21	Cavern 3		**Island**
	22	Power Plant		
	23	Snow Mountains		
	24	Boss 6	Tasmanian Tiger	
7	25	Sewer		
	26	Dungeon		
	27	Boss 7	Needy Brio	
8	28	Castle		
	29	Laboratory		
	30	FINAL BOSS	Neo Cortex	

C. MAPS

ROUND GOALS

Round Number One

A. Perspective: Third-person, three dimensional.

B. Intention:
1. To familiarize the player with the Main Character's movement and basic techniques.
2. To introduce a round of play that allows the player to experience what the gameplay is like.
3. To offer a round of play that is easy to complete.
4. To offer enough energy refreshment to complete the round.

C. Objective:
1. To offer a round of play that draws the player into the game.
2. To "hook" the player with addictive gameplay, so that they desire to continue and readily accept the challenge of the adventure ahead.

D. Movement Techniques:
1. All directional movement
2. Jump
3. Bonk
4. Pick-Up a Coconut
5. Throw a Coconut

E. Map Design: Straight forward and relatively simple. No major jumps or special techniques to master. No change in map direction or orientation.

Round Number Two

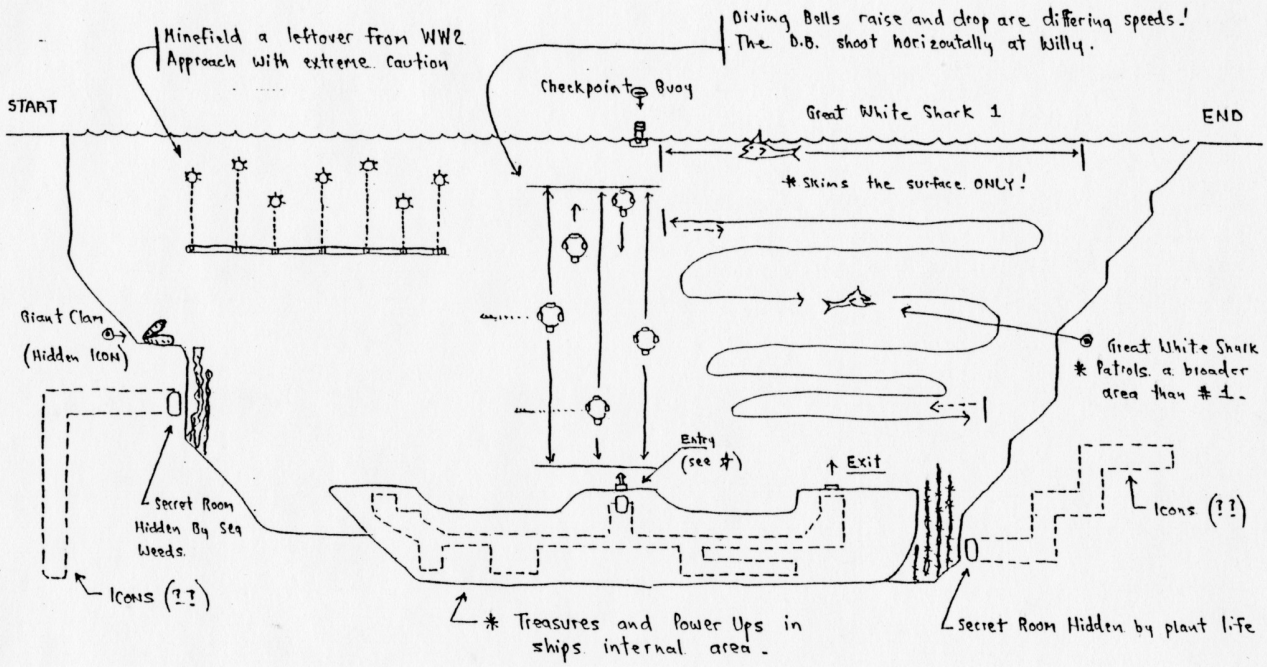
A. Same
B. Evolve Gameplay
C. Same
D. Introduce one "Special Technique" - Belly-Flop-Wreck
E. Introduce one Ground Break Jump

Round Number Three

A. 3D into 2D
B. Introduce More activity
C. Same
D. Introduce "Roll Disarmer" and pick-up new items
E. More Complexity to map design

C. MAPS

ROUND 5 OVERVIEW



OBJECTIVE: To send Willy down to the sunken ship level to search and obtain icons to power-up. The "safest" passage is skim outline of ocean floor.

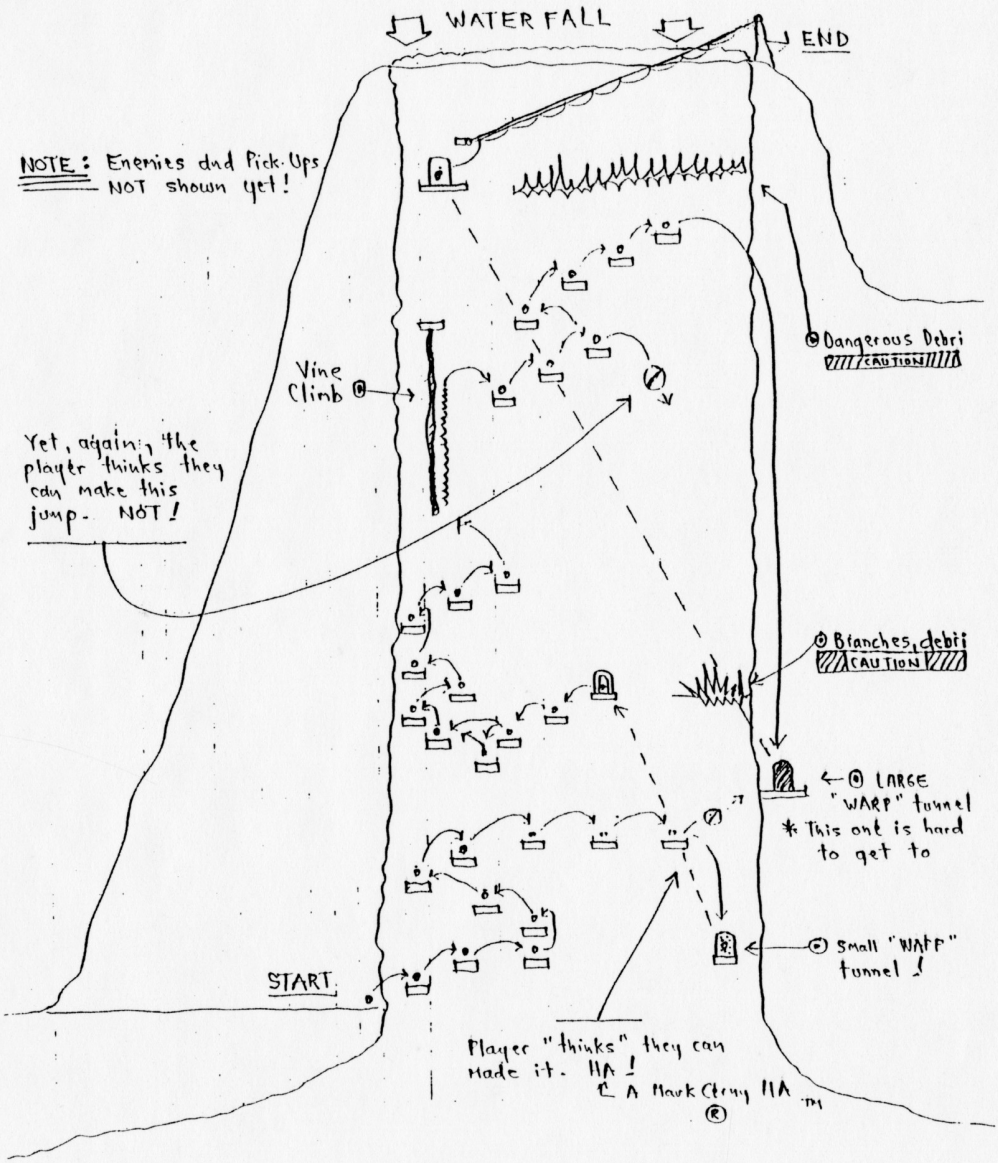
POTENTIAL ENEMIES: Shark, Great White Shark, Stingray, Frog Frogman, Octopus, Creature (?), etc...

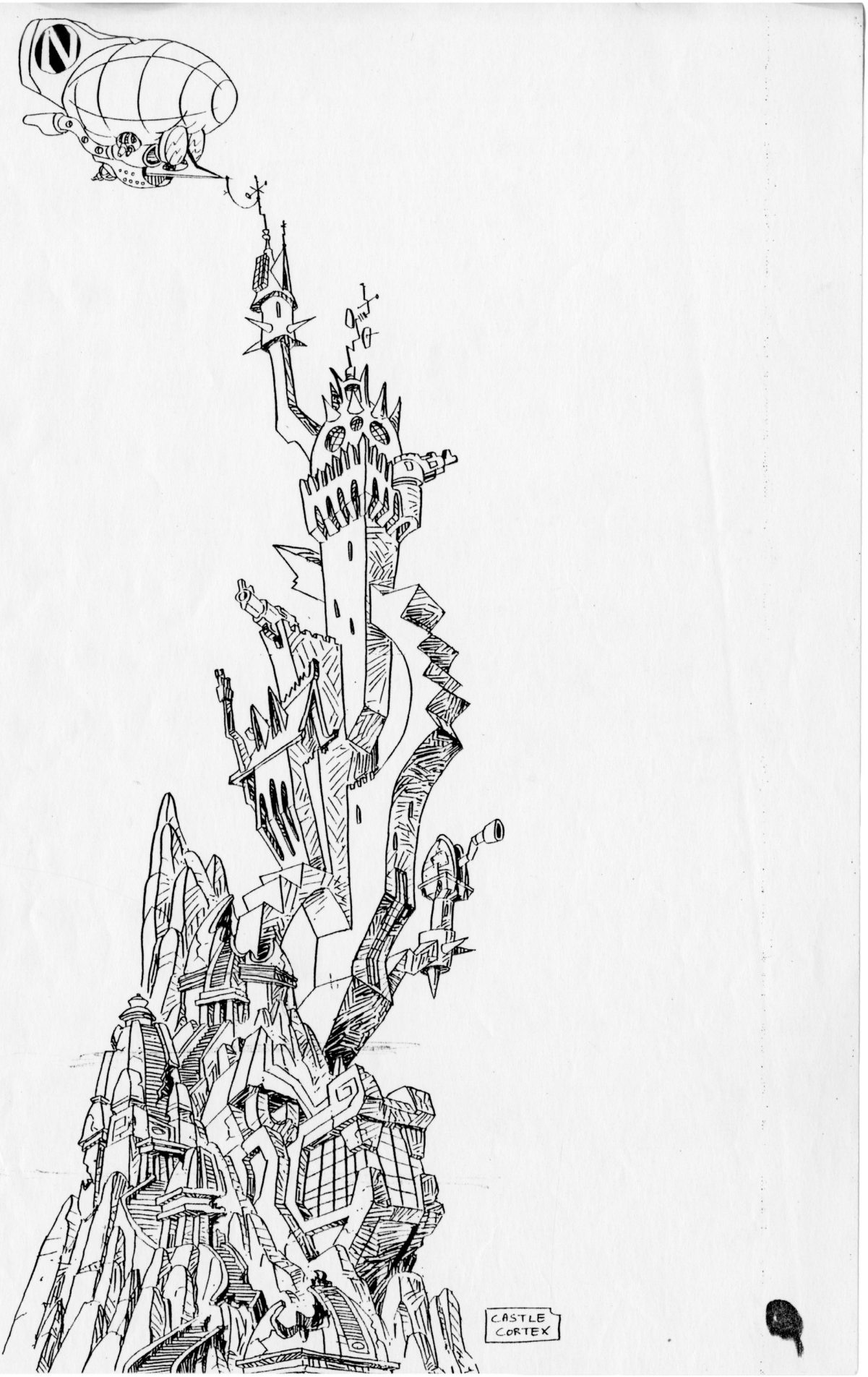
✵ By entering the ship doorway, the Fires up to the surface and activates the the Buoy Checkpoint!

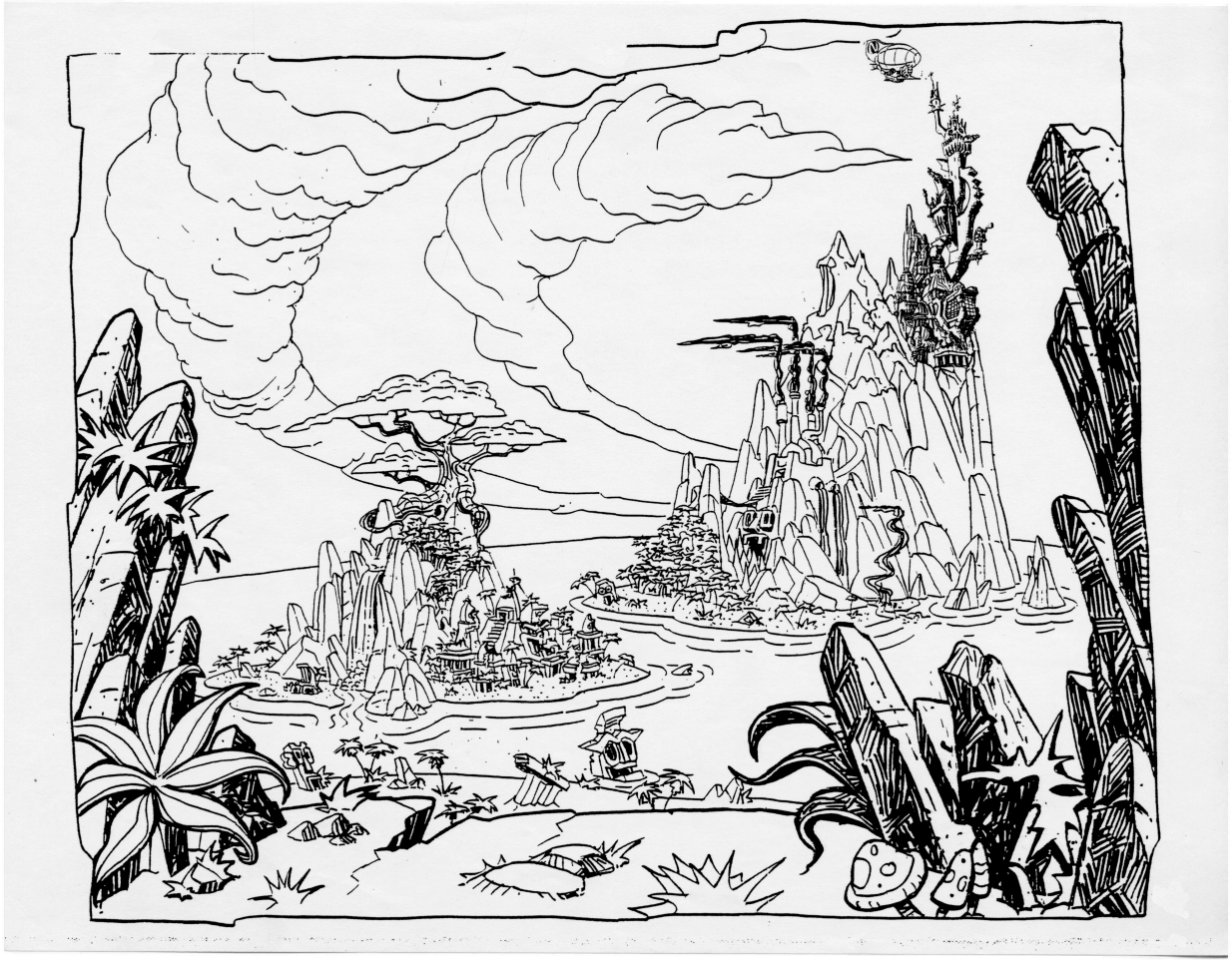
C. MAPS

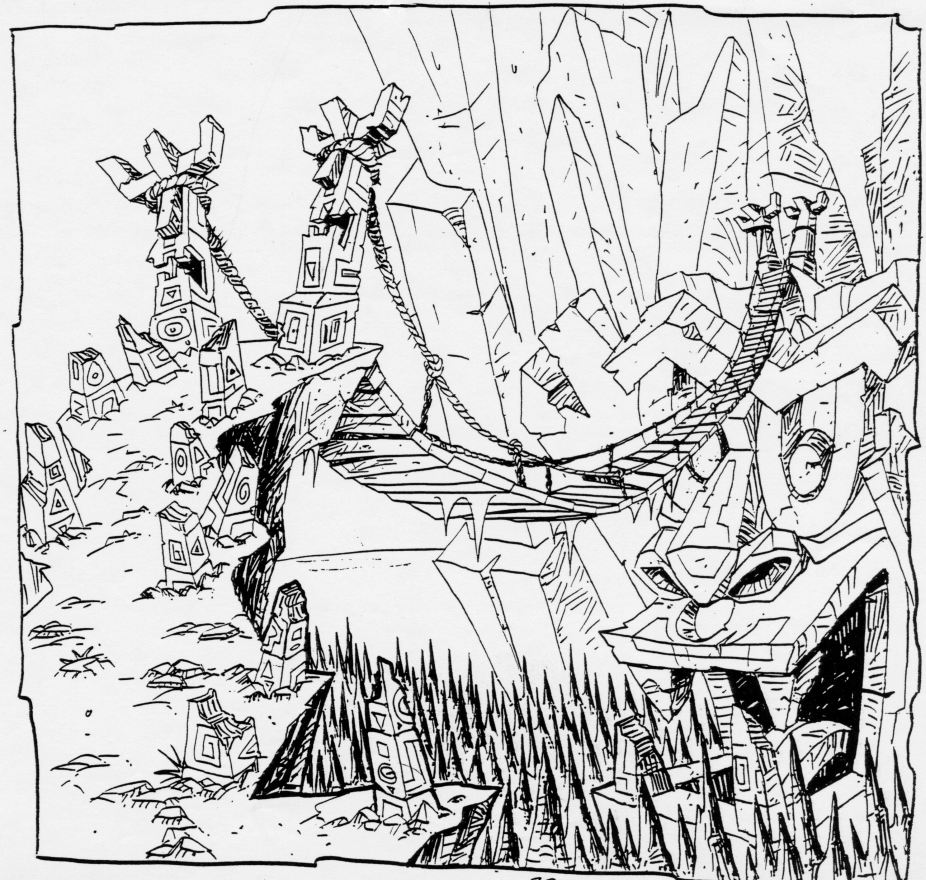
ROUND 7 OVERVIEW

WATERFALL
2D




CASTLE
CORTEX



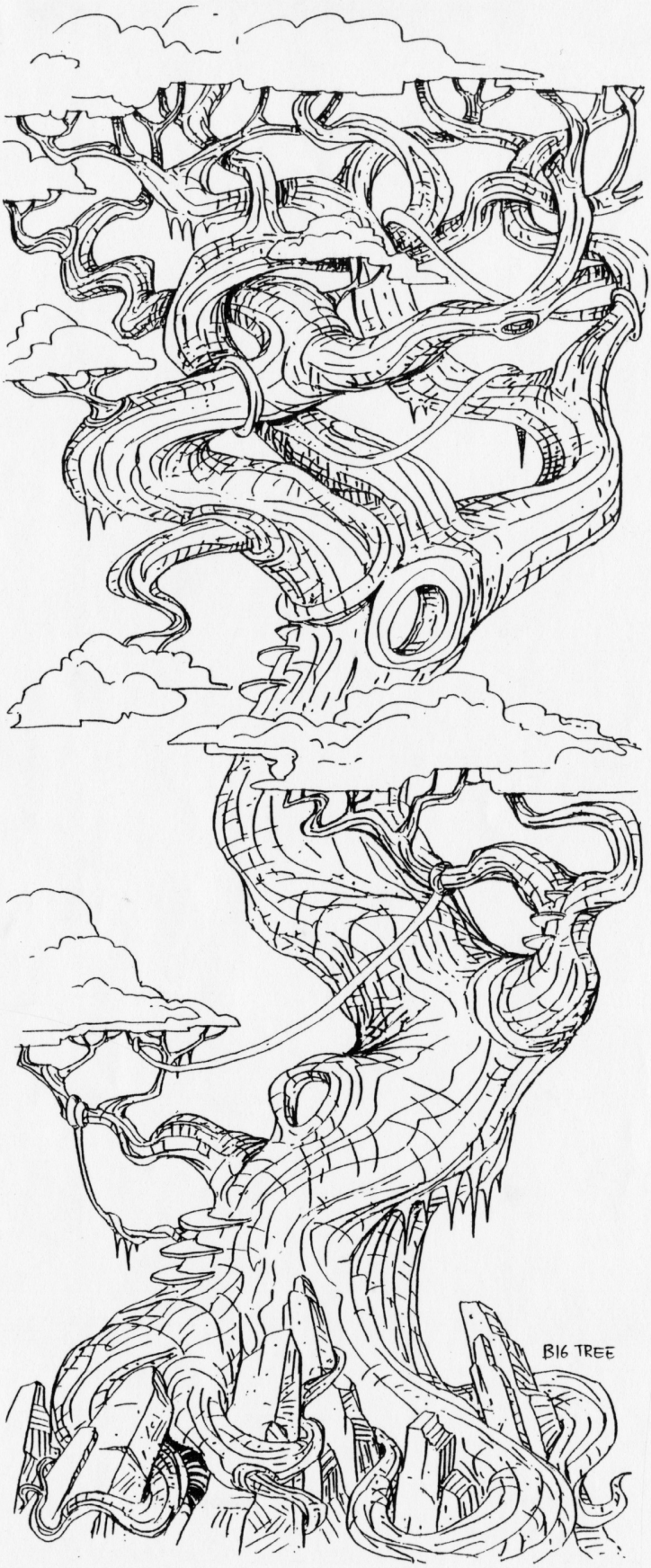


BRIDGE

BEACH 56. #2

PRIVATE ISLAND
BEACH MINED!!

FOREST #3

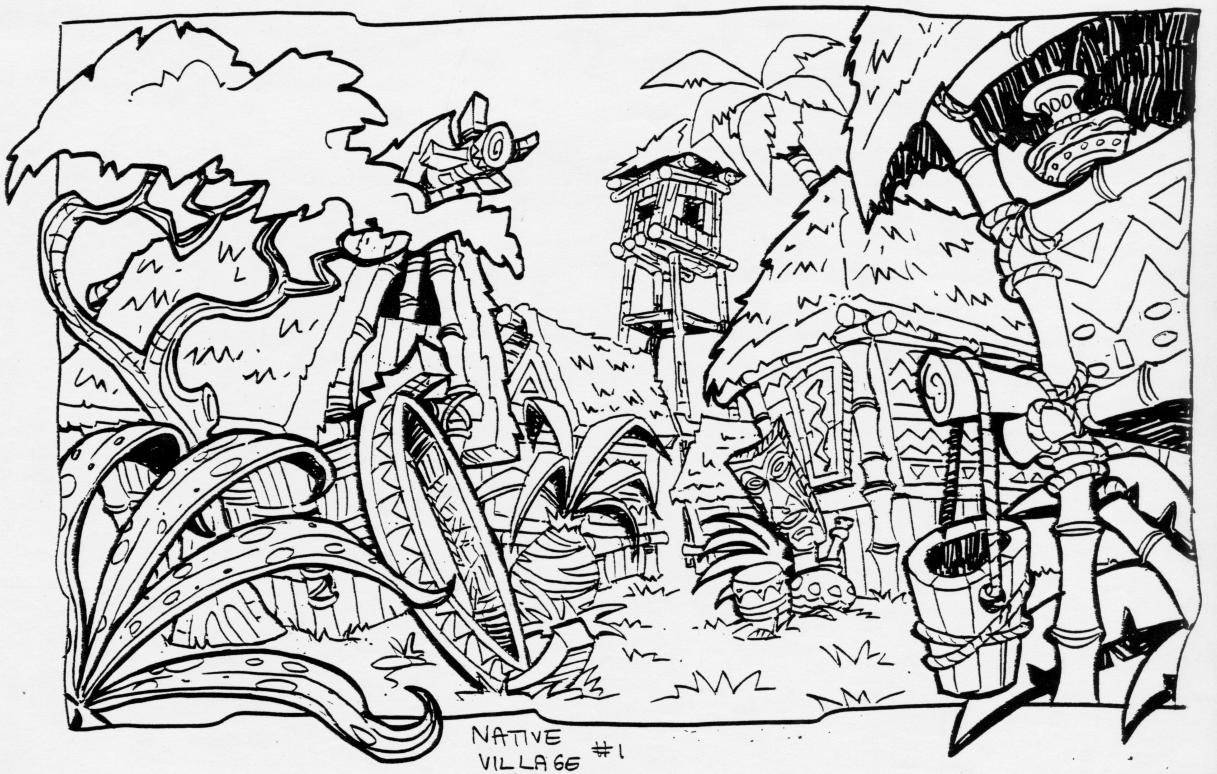

BIG TREE

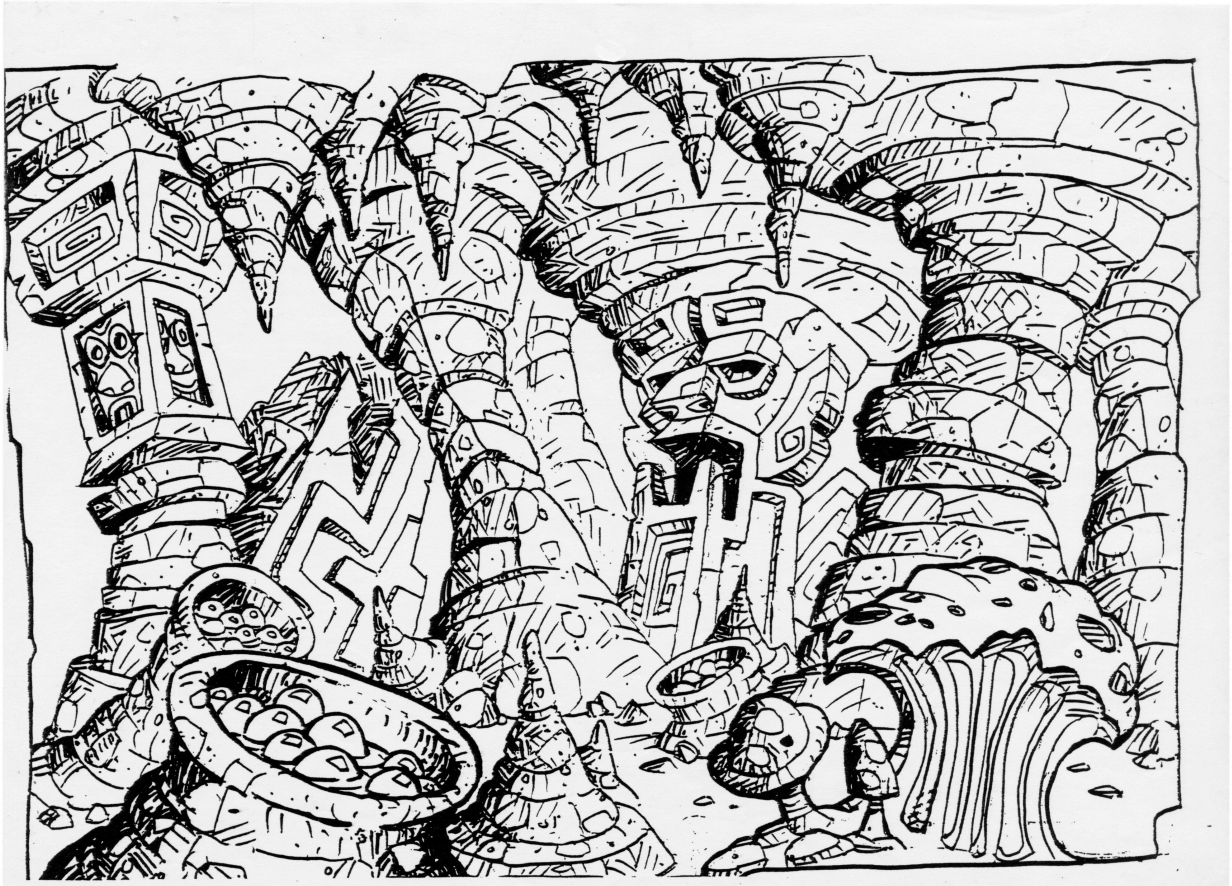
OCT 17

GENERIC JUNGLE PATH #1

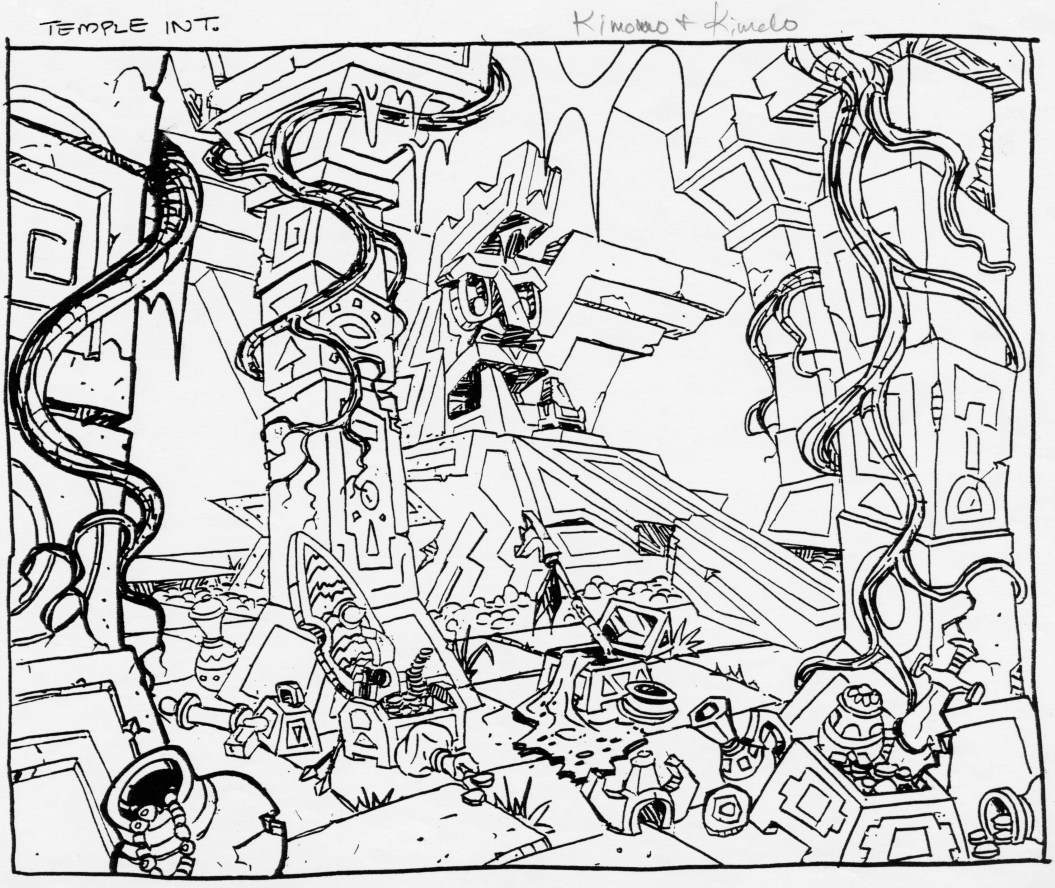
CITY RUINS
TEMPLE Ex1.
UP 50%

CITY RUINS #1


NATIVE
VILLAGE #1

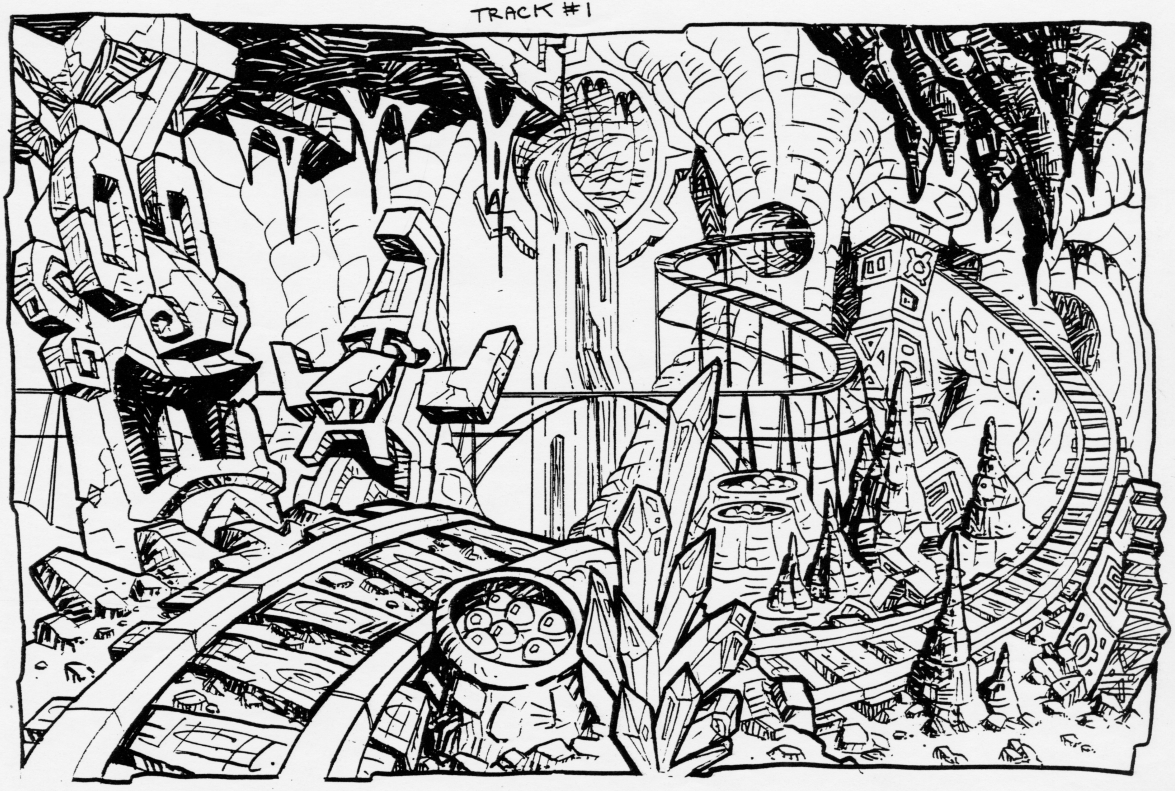


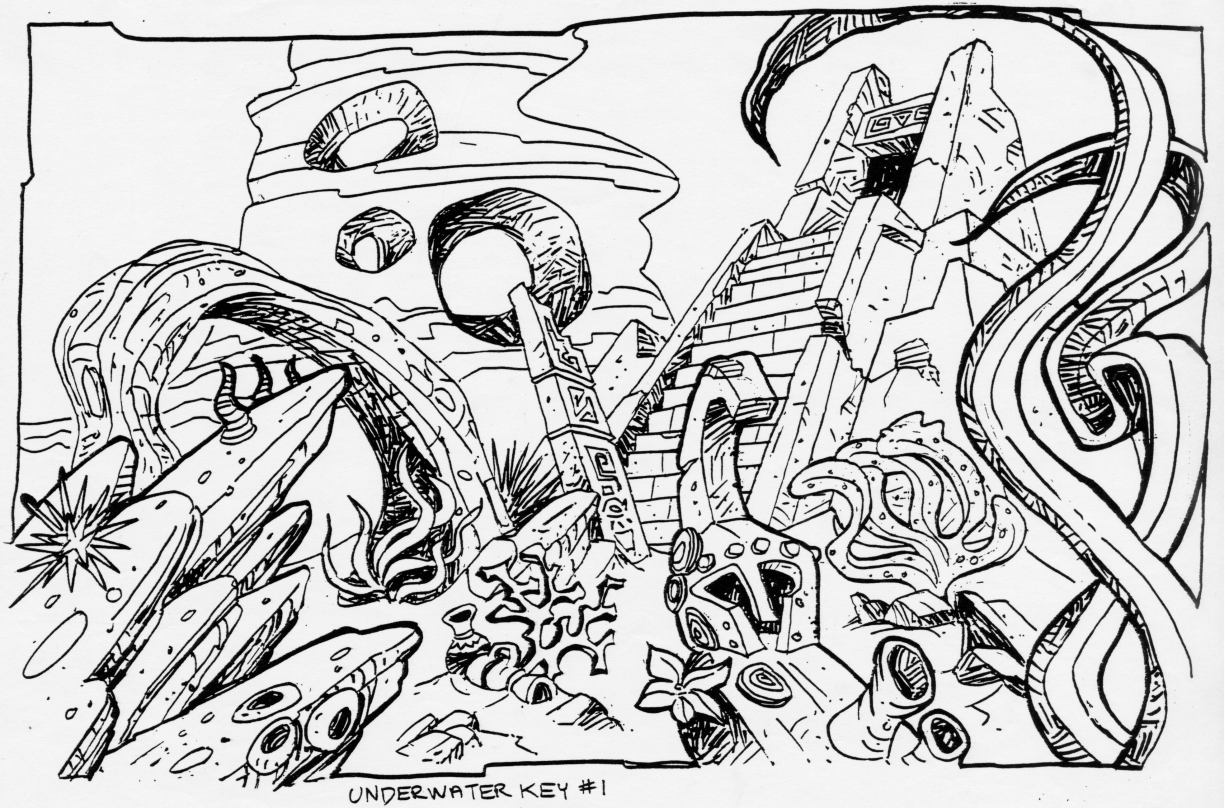
CAVE INT. 2

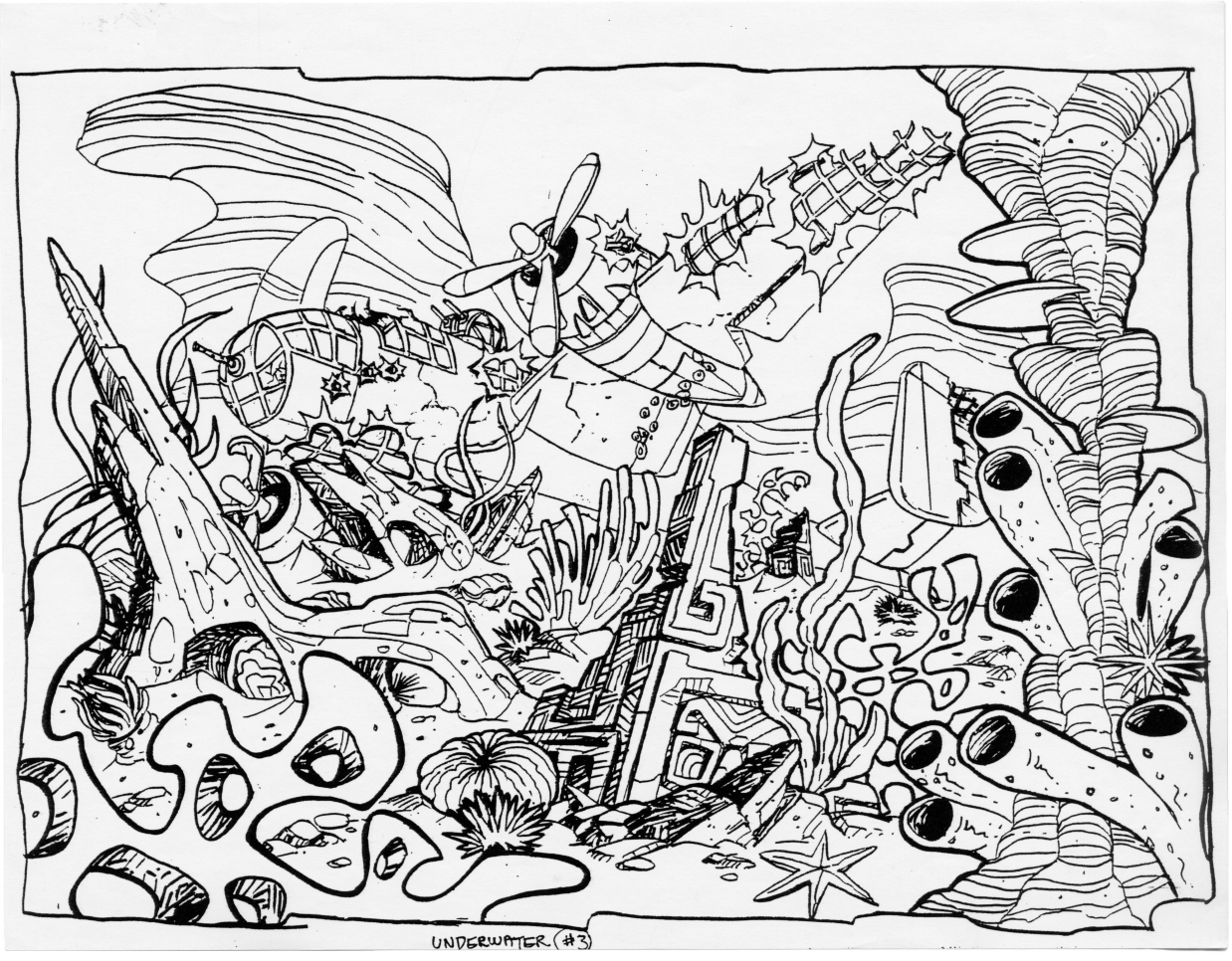

TEMPLE INT.
Kimono + Kimelo

CAVE INT. 3

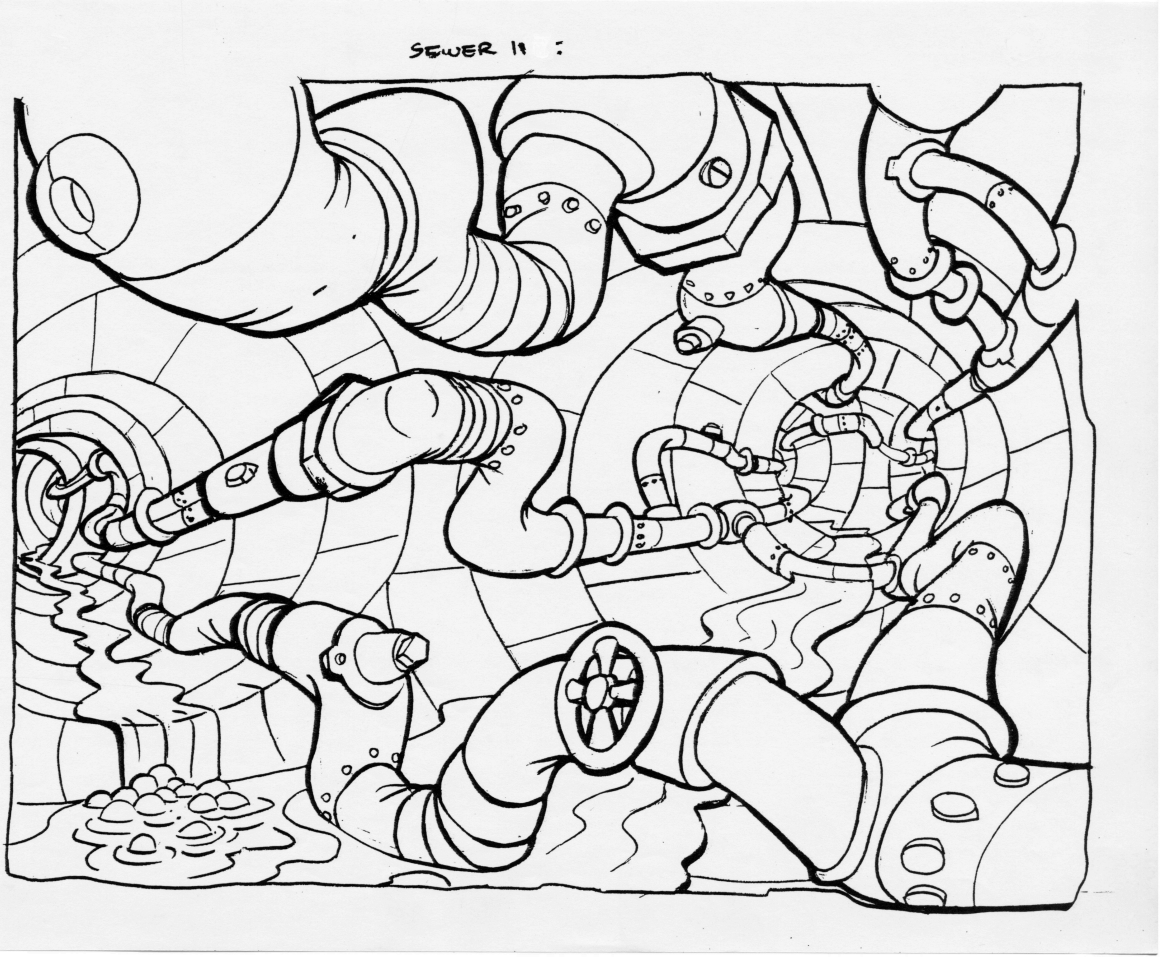
CAVE INT.
W/ TRACK #3

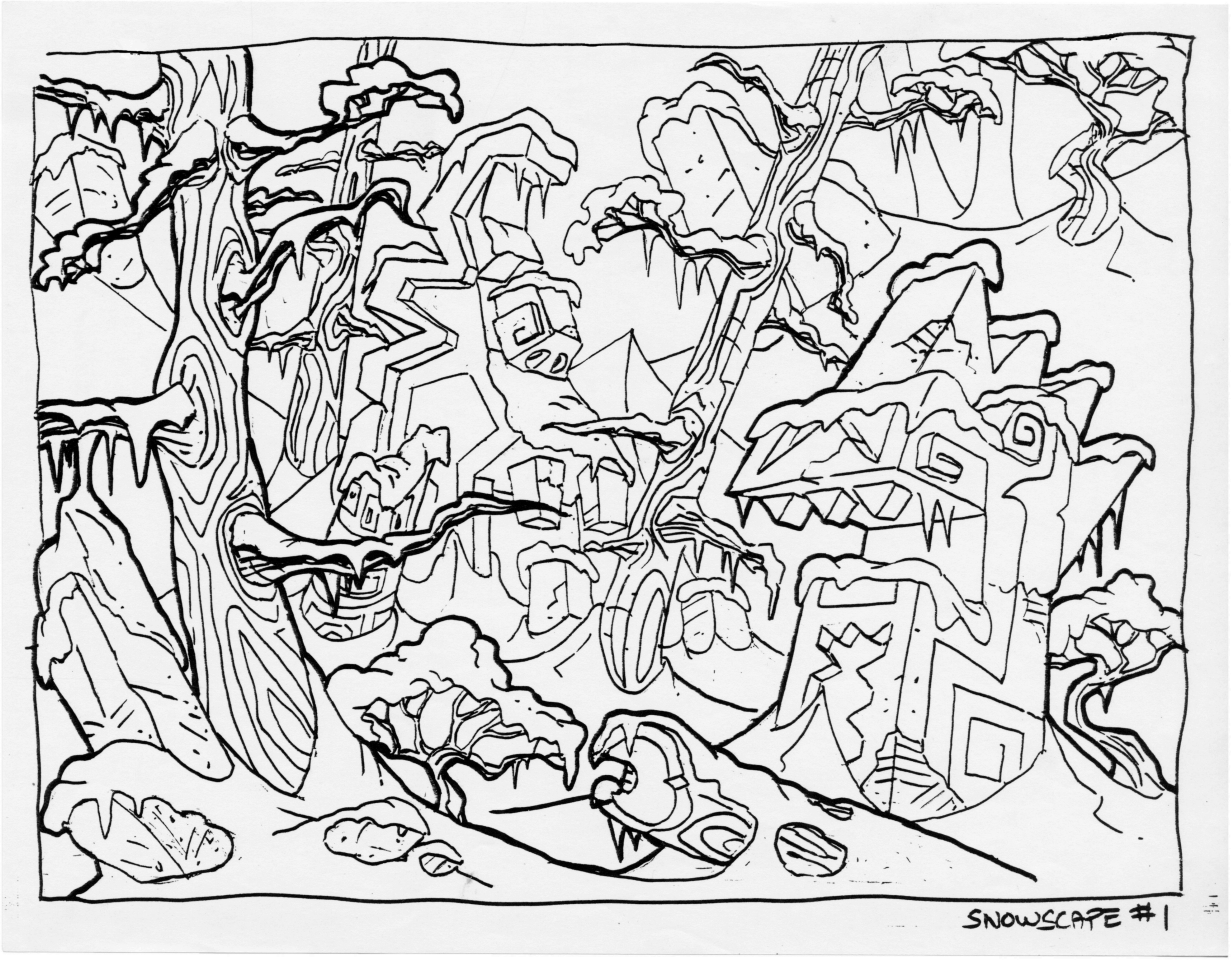

TRACK #1


UNDERWATER KEY #1


UNDERWATER (#3)

UNDERWATER SC. 2


SEWER 11 :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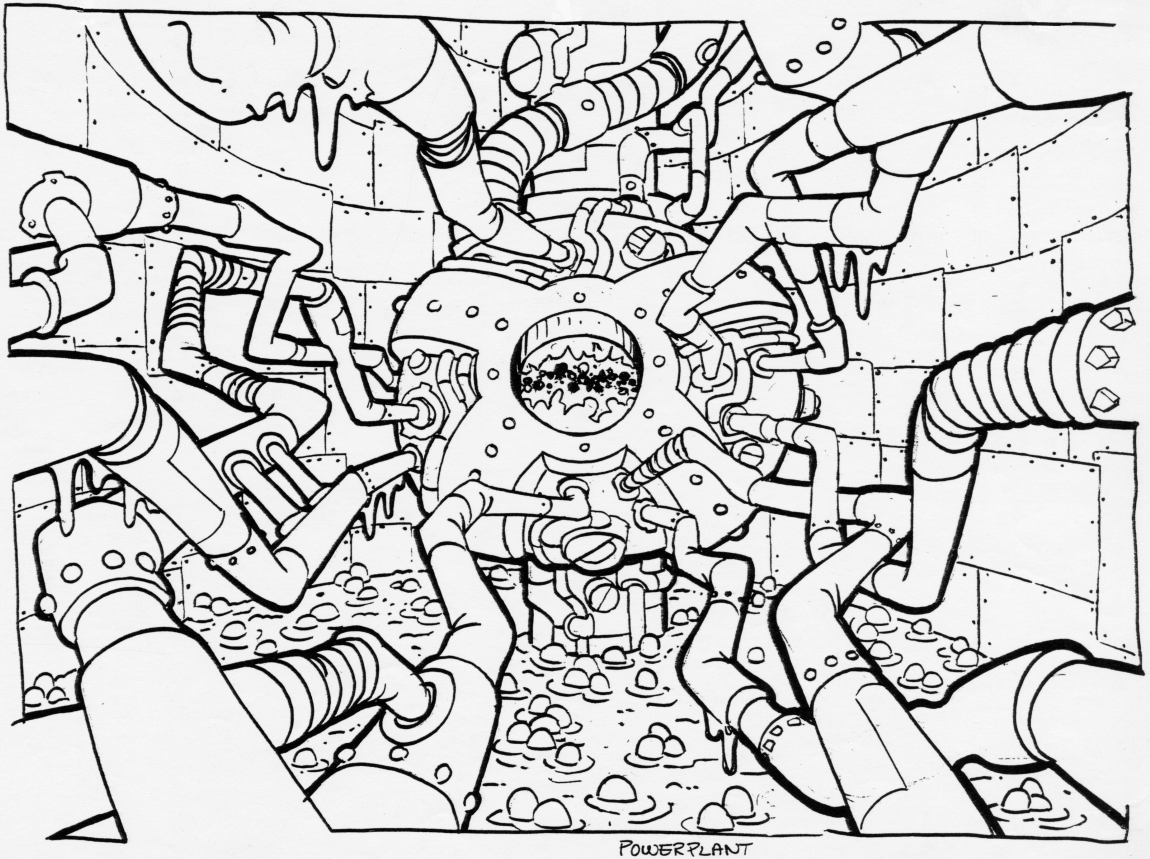
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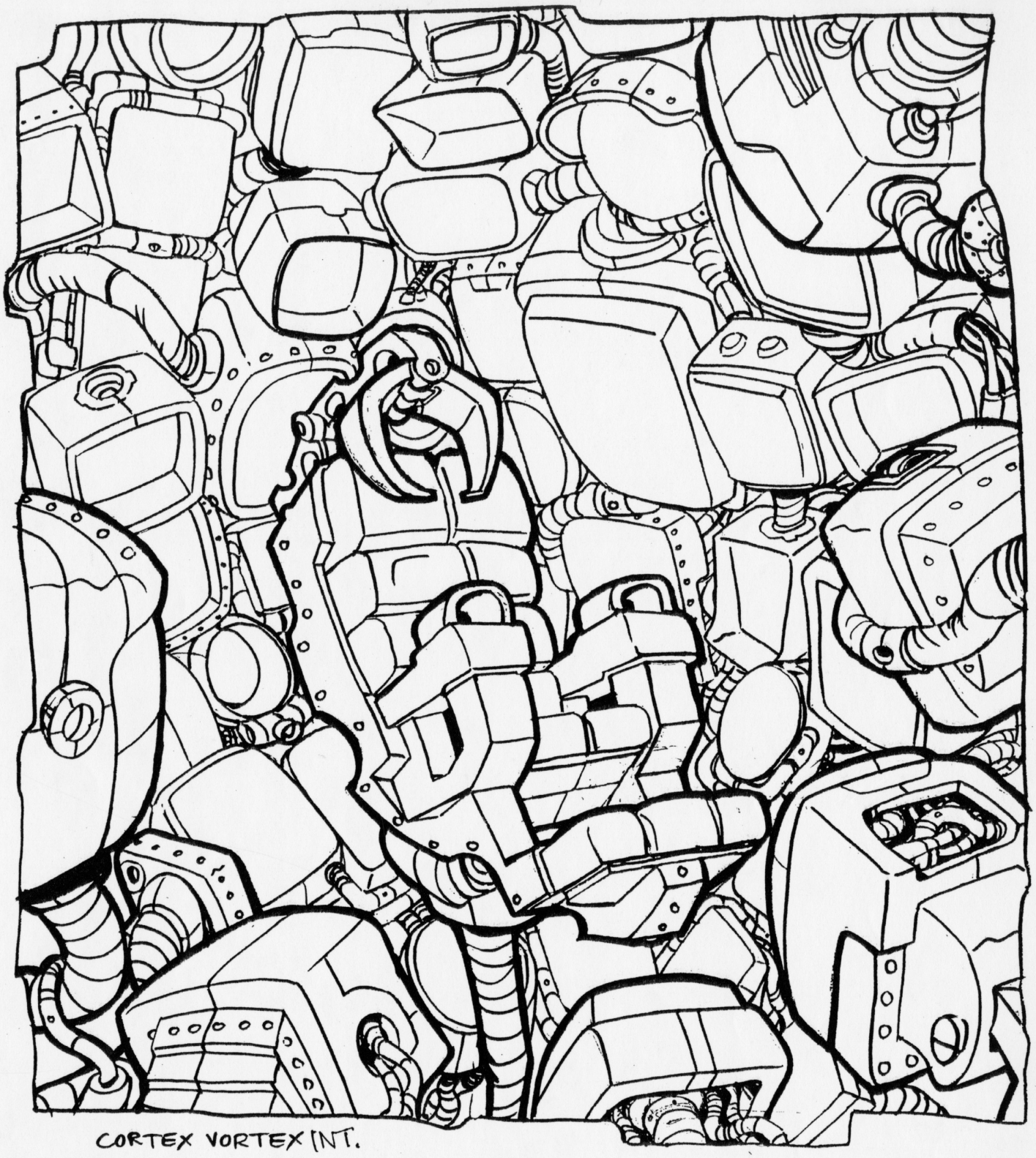
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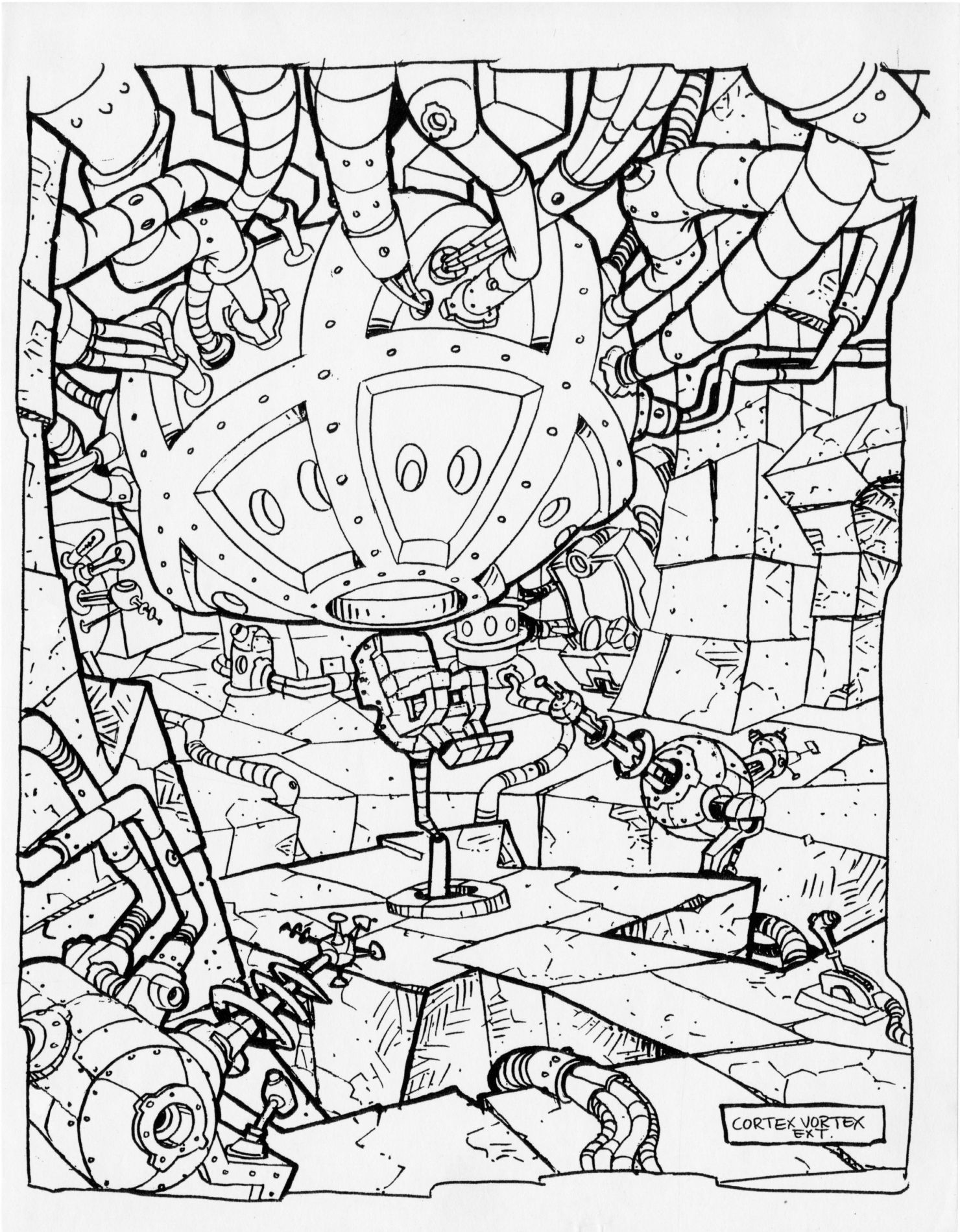
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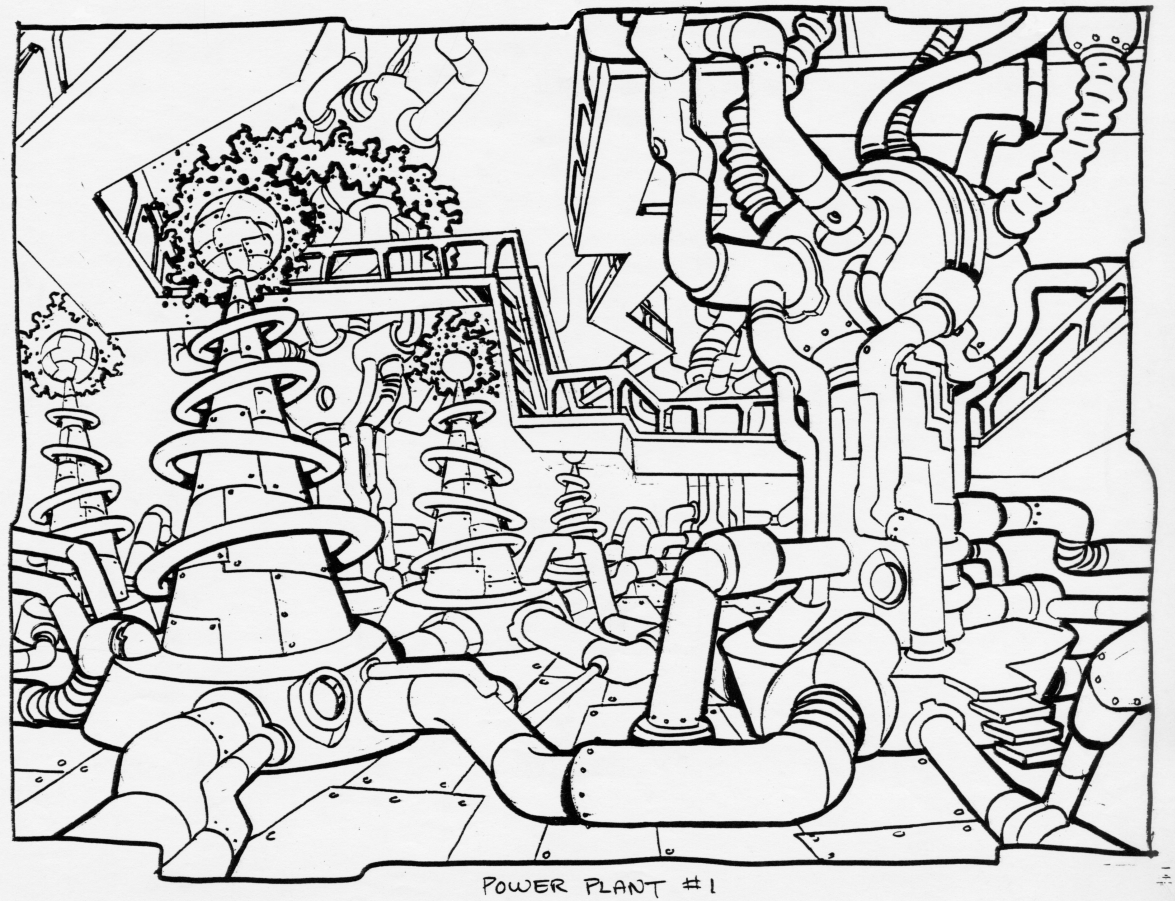

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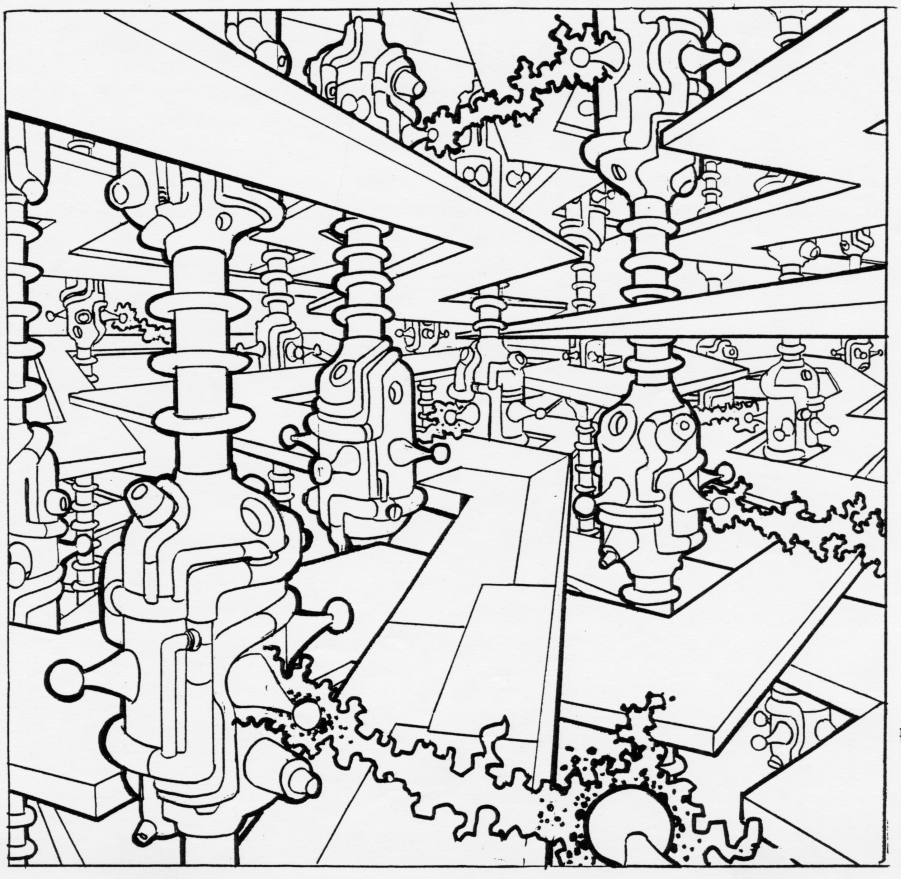

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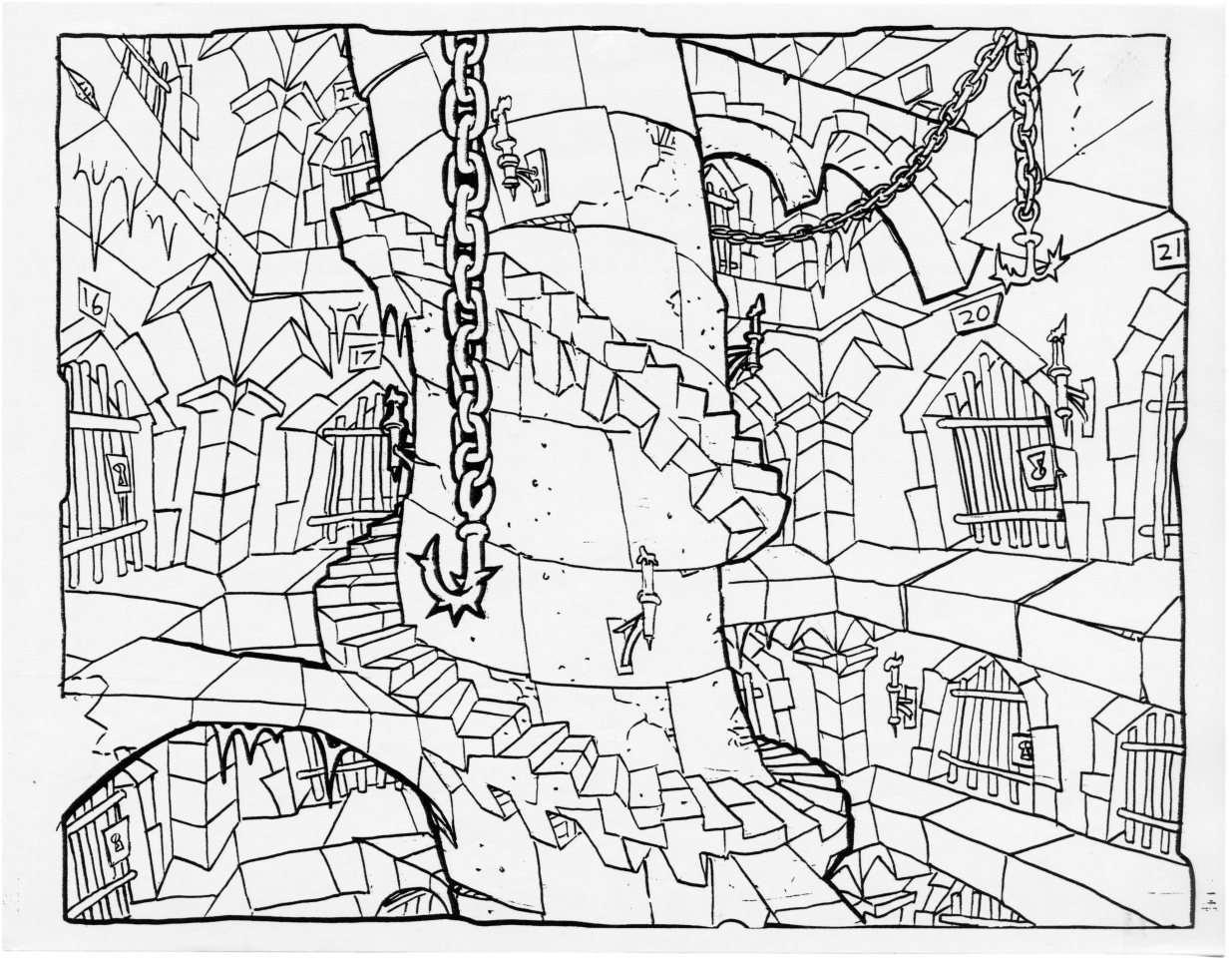
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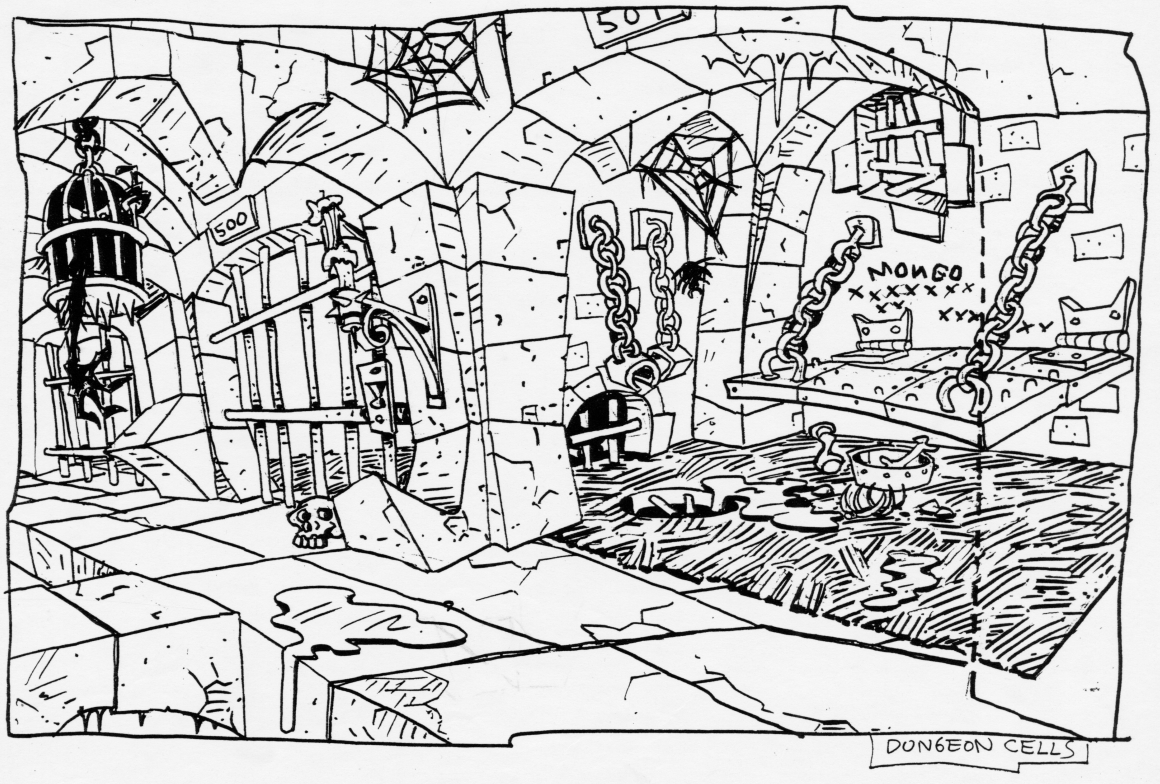
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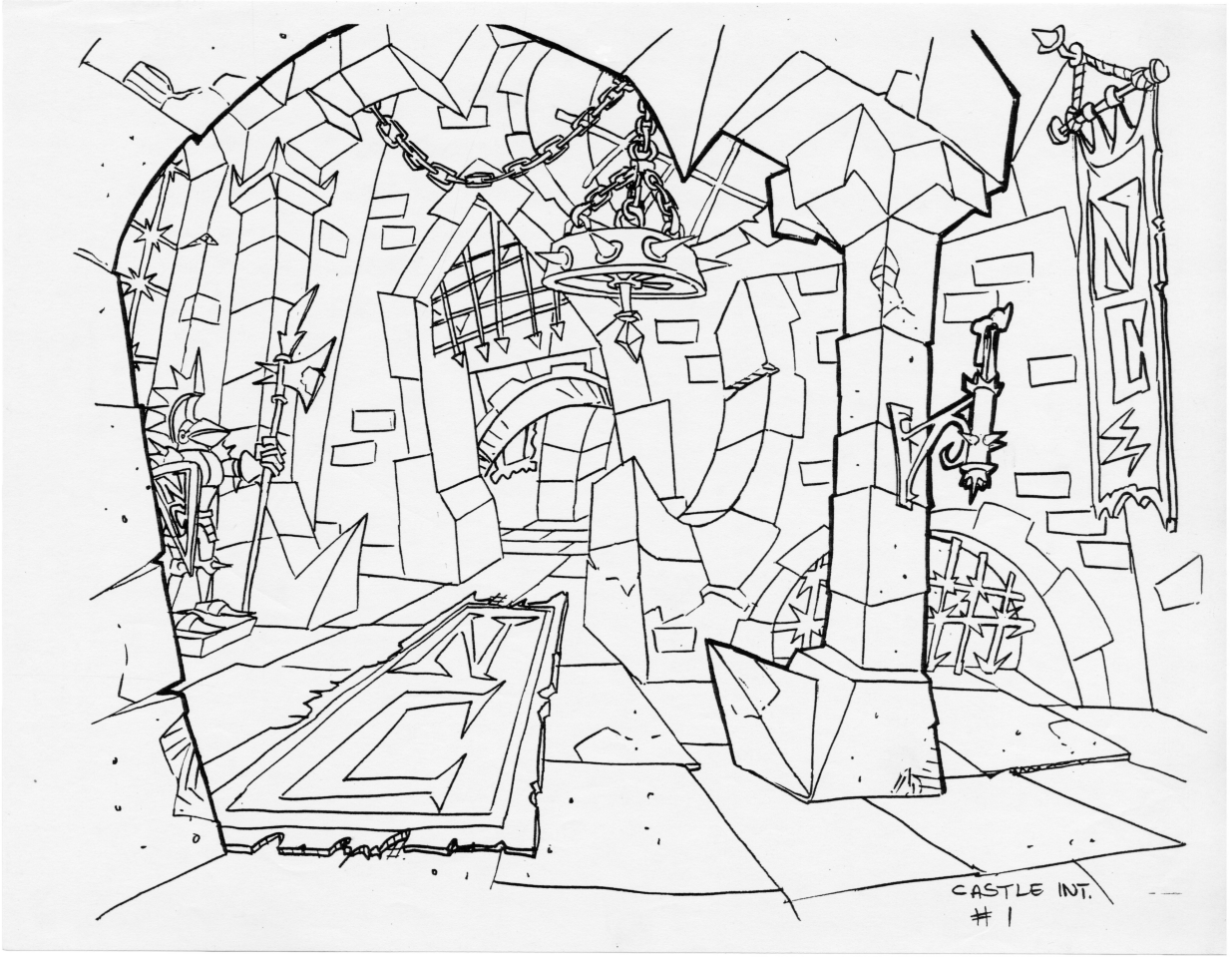
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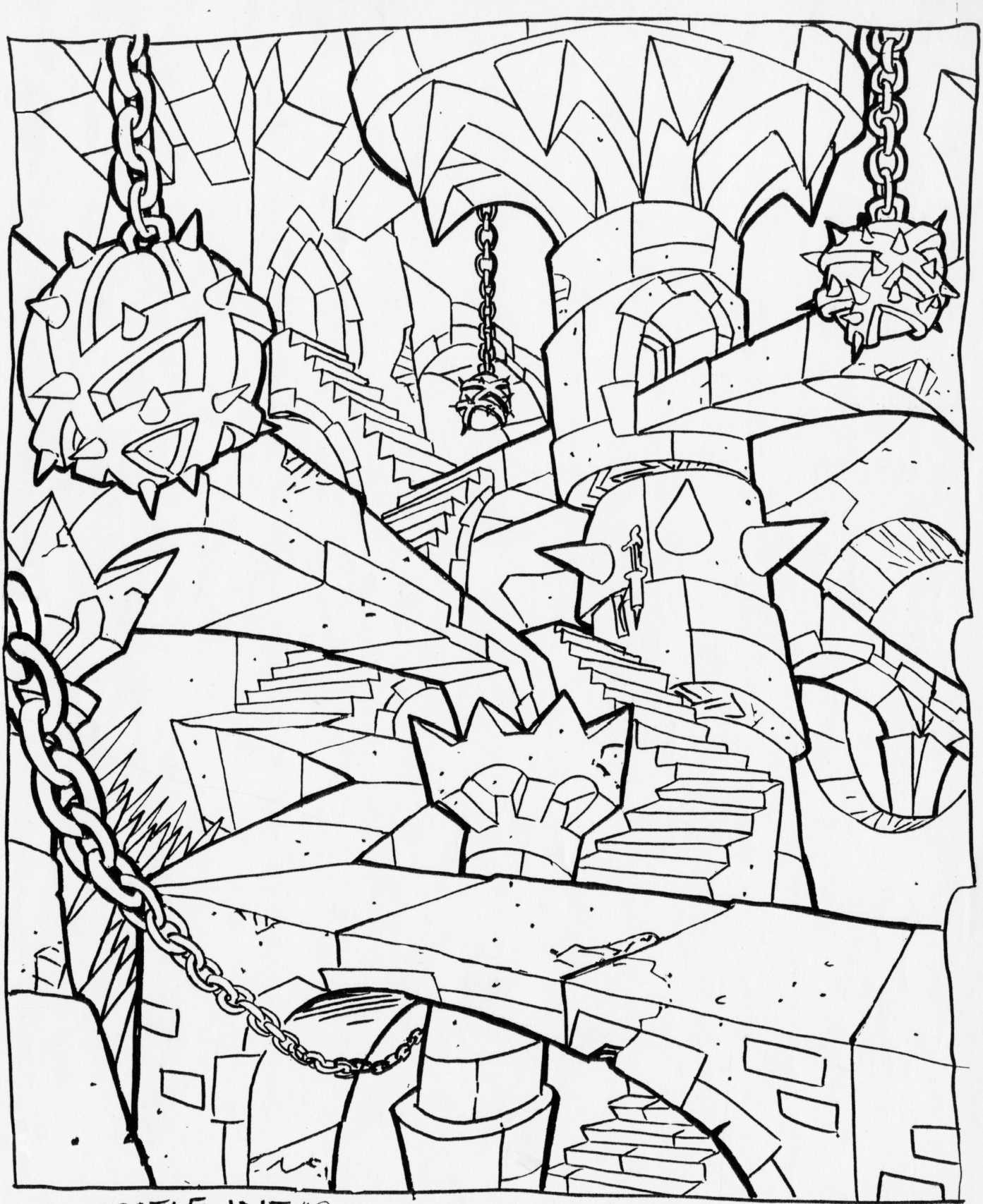
"EVOLVO
RAY"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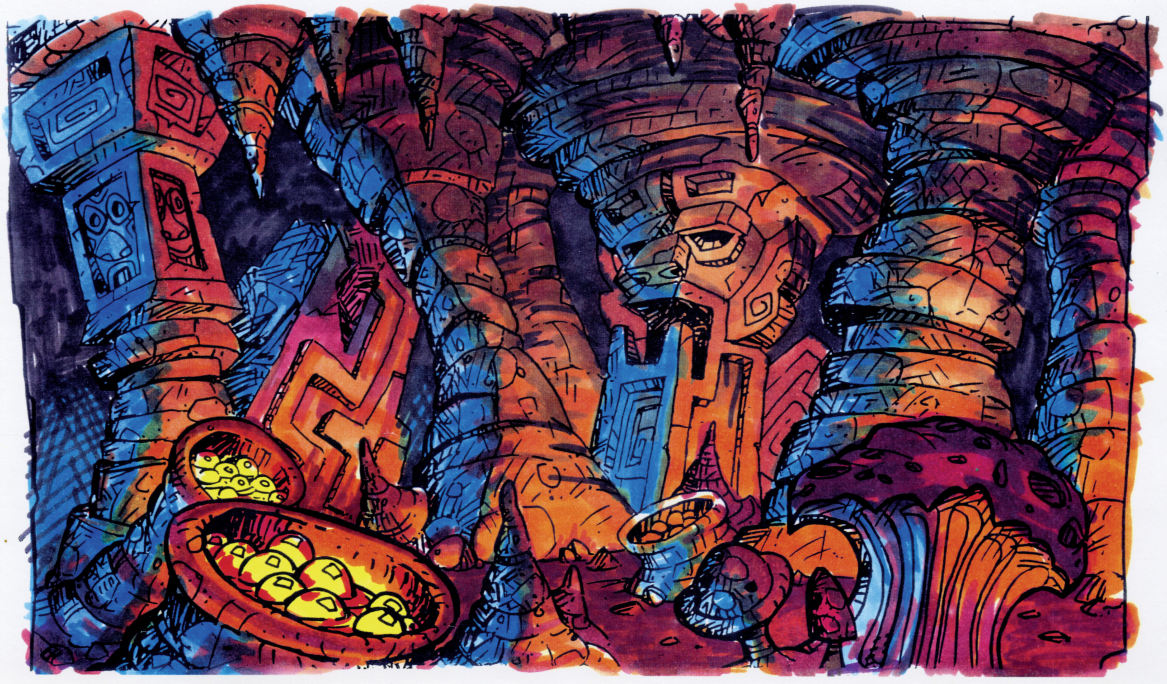

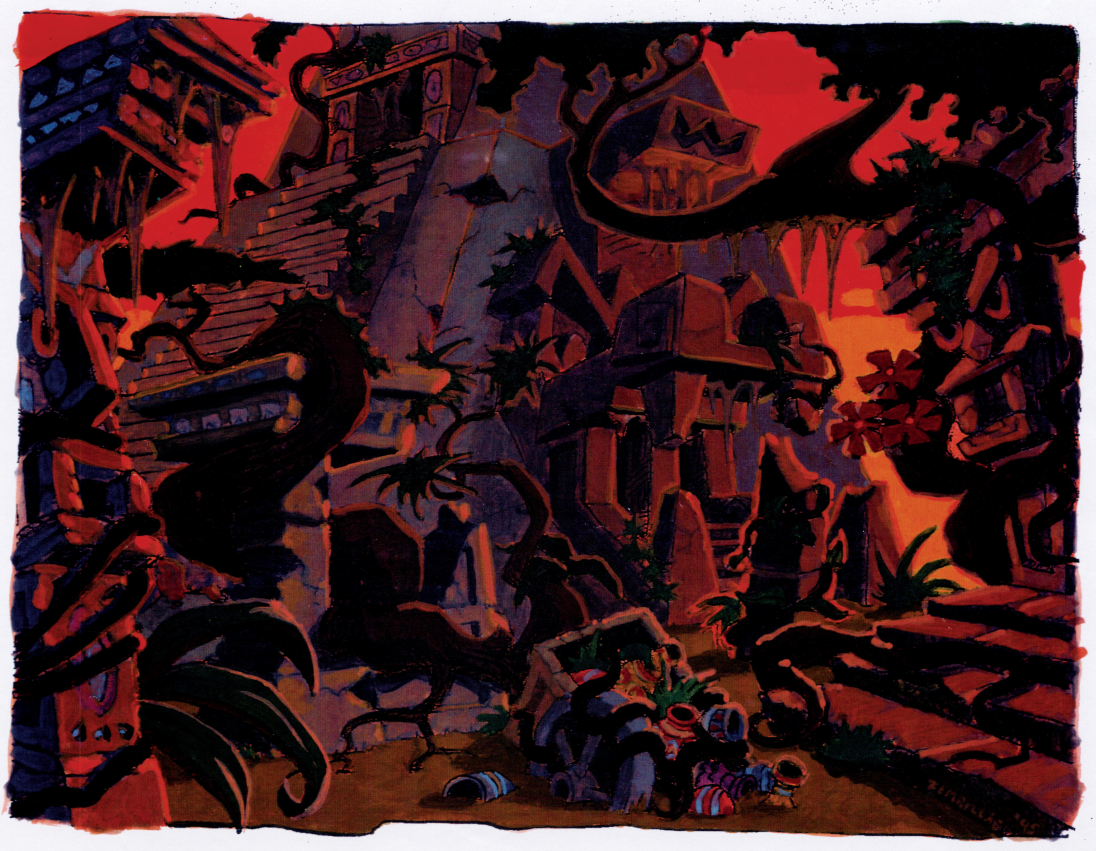

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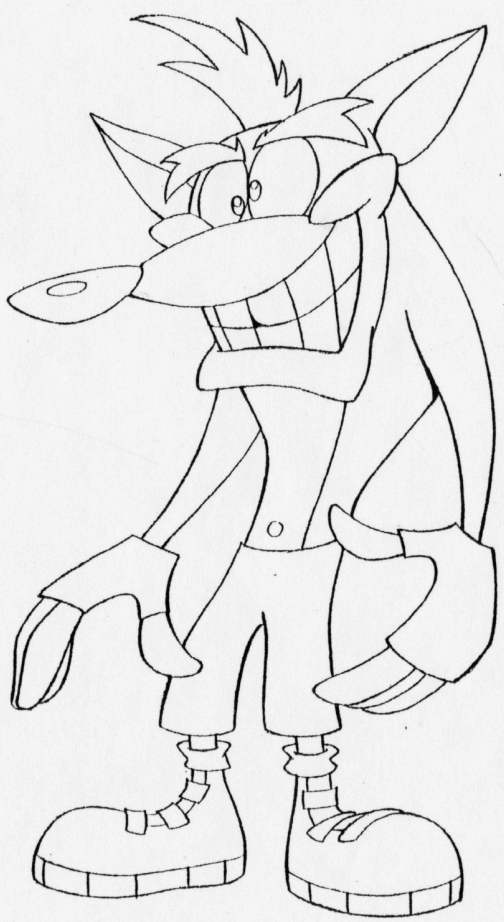
E. CHARACTERS

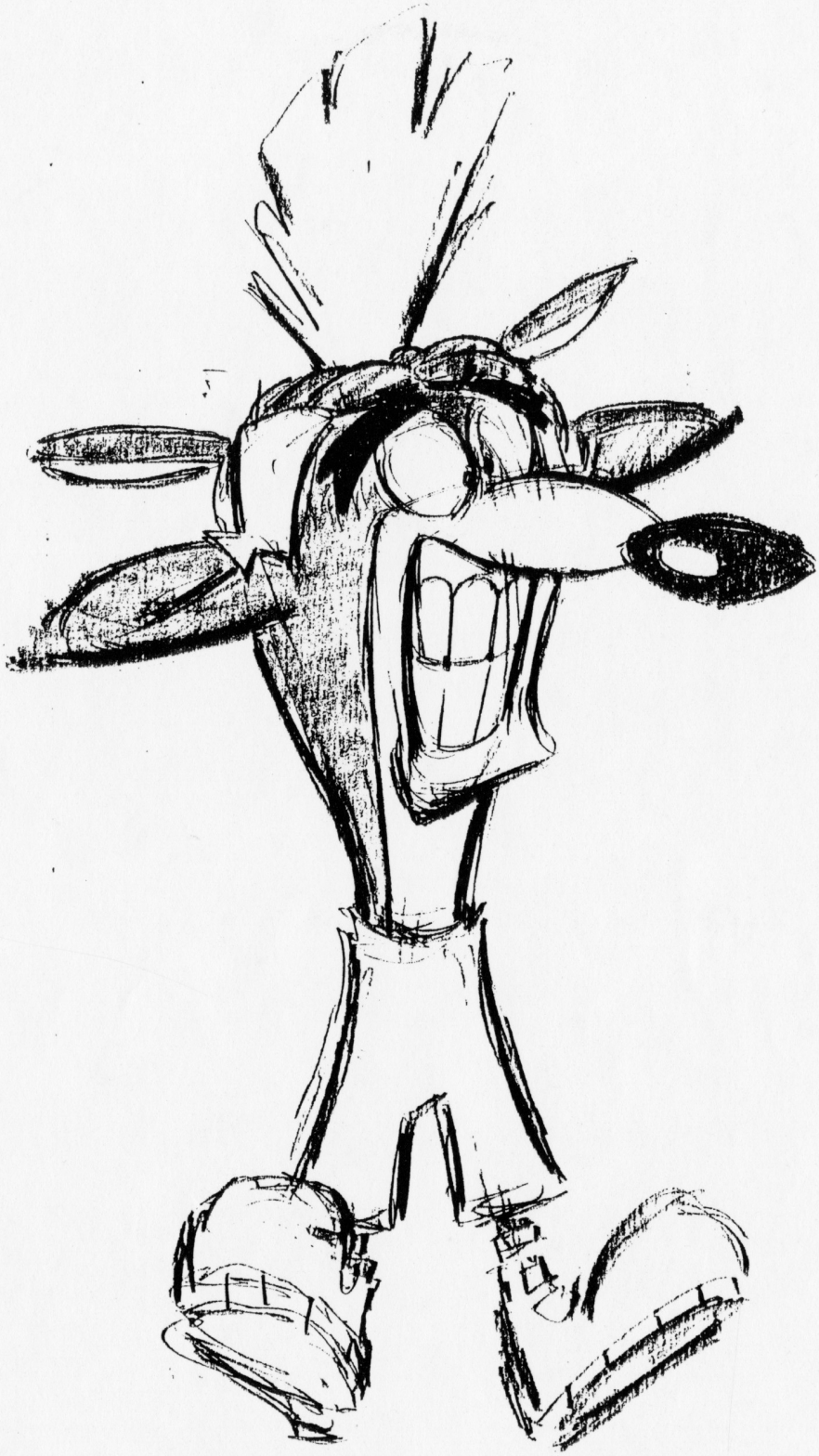
WILLY THE WOMBAT

- Willy, is the main character of this game. He is a cartoon wombat. He is a powerful animal that stands upright, is dog-faced with no chin; has long arms that reach the floor, long pointed ears, and a prominent dew (?) atop his hard head.
    - Willy, is a happy go lucky, lovable, gullible, anxious, and totally inept wombat. He is a natural ham actor and loves to play roles.
    - Willy, is a bit dazed and confused lately, since he has been used as a laboratory experiment.



    - Willy, is passionate, warm and endearing, a non-stop source of high octane energy output, and most of all, totally comedic.
    - Willy is definitely the one you will want on your team, no matter what the battle is!

CONFUSED



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B

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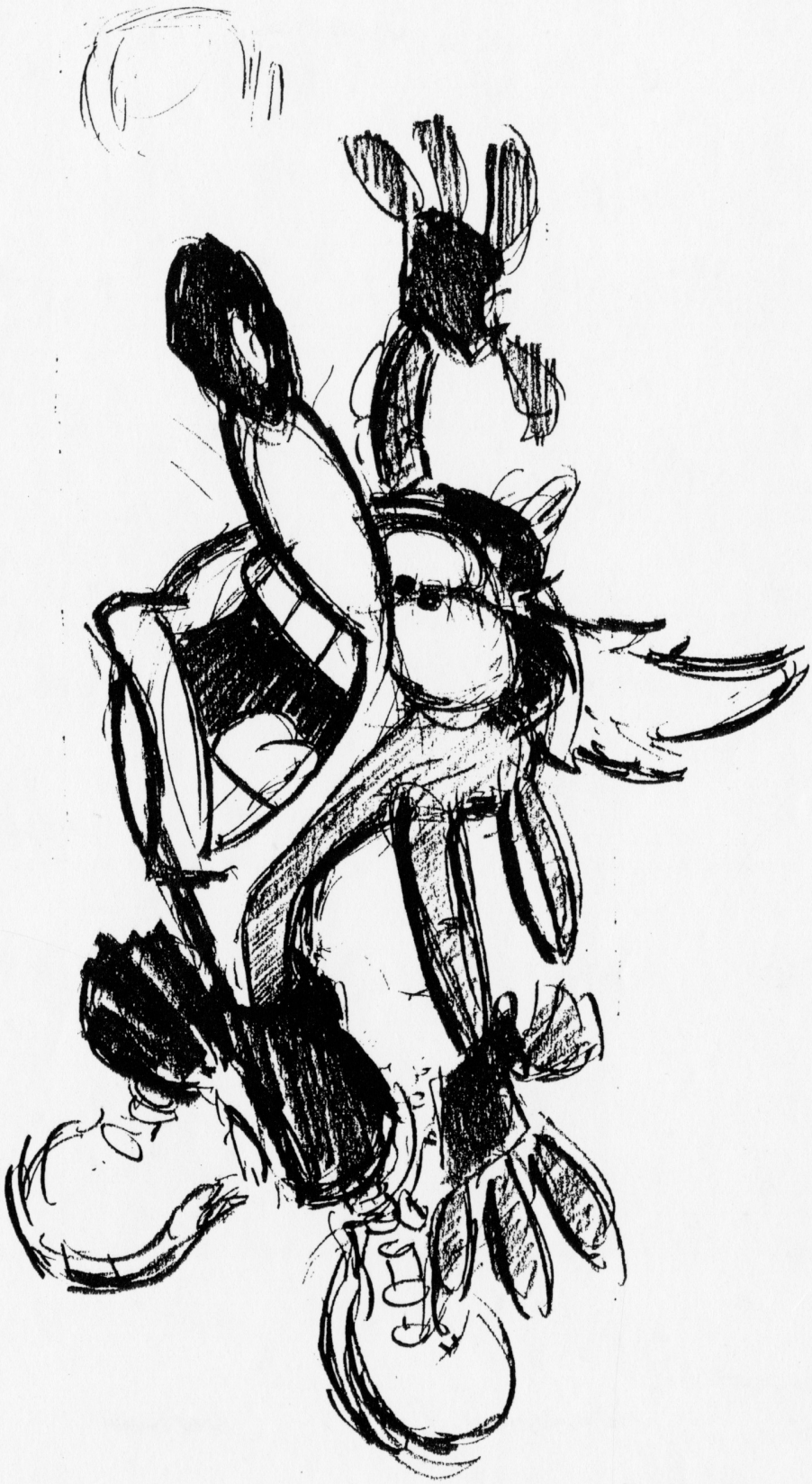
ANGER

BUIT ON FIRE.



E. CHARACTERS

WILLY THE WOMBAT - BIO

Willy is our hero. A super-evolved Wombat, Willy is lovable, brave, happy-go-lucky, and totally confused. A hyper active combination of amazing agility, and multiple personalities. A peaceful Wombat, Willy was snagged in his prime of life by Neo Cortex and put under the Evolvo Ray, then he was placed in the Cortex Vortex and subjected to its media barrage for 7 days and nights. Willy emerged from his "forced education" with a tendency to speak and act in a series of bizarre nonsecquiters ranging from classic literature, pop culture, or from radio, TV or movies.—"Loose lips, sink ships!" TWITCH "But brushing with Best Toothpaste give you white, white, white teeth!" TWITCH "Don't fore boys, until you see the Whites of their eyes!". He may be Rambo one moment, or Fred Astaire, or John Wayne, or Fred Flinstone the next. Willy is strong, agile and very quick on his feet. Hours of exposure to a multitude of action and kung fu flicks have imbued him with some pretty slick fighting moves. Willy is capable of great mood swings, but basically he possesses an eternally optimistic if somewhat confused personality.

Willy may be confused, but he is a hero, because he puts himself selflessly on the line to rescue Karmen. His primary motivation is not to stop Neo Cortex from conquering the world. That's too abstract a concept for our hero. No, Willy is motivated by love. Willy is totally, helplessly, and completely in love with his female counterpart. To rescue her and win her affections, he will swim any river (and he does), climb any mountain (and he does), and fight any number of foes (and he does) to reach her side and save the voluptuous Karmen from the clutches of Neo Cortex. ANYTHING! Oh yeah, and he wants to save the world too.

E. CHARACTERS - Continued

WILLY THE WOMBAT ANIMATIONS

The following outline covers the planning of the animations that will be required in this game. The animations are divided into several sub-sections. The first outline is for the main character. The second covers secondary characters. The final covers regular game characters.

Willy the Wombat will have, by far, the most animation of any featured in this game.

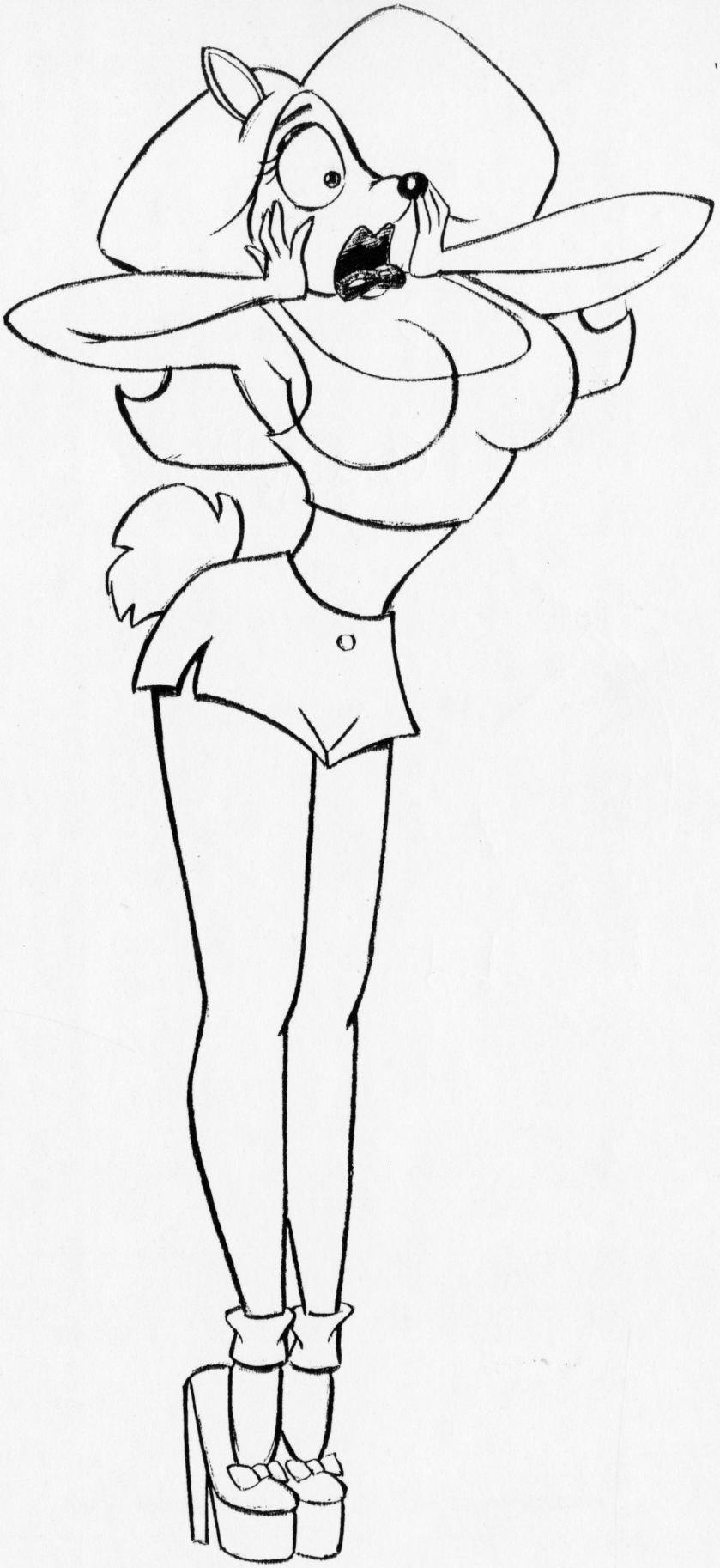
1. Stand Still 1
2. Stand Still 2
3. Stand Still 3
4. Stand Still 4
5. Stand Still 5
6. Stand Still 6
7. Walk
8. Run
9. Jump
10. Hop
11. Roll
12. Kick
13. Skip
14. Throw
15. Bounce
16. Eat - Regular
17. Eat - Exaggerated
18. Angry
19. Cry
20. Happy
21. Joy
22. Smile
23. Frown
24. Laugh
26. Surprised
27. Shocked
28. Confused
29. Impatient
30. Mad
31. Mistake
32. Blunder
33. Excited
34. Mean
35. Win
36. Fail
37. Disappointed
38. Damaged
39. Hurt
40. Burned
41. Swim
42. Frozen
43. Drown
44. Sleepy
45. Concerned
46. Humor 1
47. Humor 2
48. Humor 3
49. Humor 4

At the conclusion of the game, Willy's animation can be displayed in a special mode accessible through "OPTIONS".

E. CHARACTERS - Continued

KARMEN

- Girl wombat, Willy's love interest. Beautiful (for a wombat), sexy, alluring, Willy can't stand to be away from her.
- Always touching up make-up.
- Loves to shop.
- Hates the laboratory.
- Doesn't want a CD-ROM to replace her brain.
- Window dressing.



E. CHARACTERS - Continued

Doctor Neo Cortex

- The evil one himself is lurking in the laboratory. Defeat him and you complete the quest.

N

E. CHARACTERS - Continued

DOCTOR NEO CORTEX - BIO

N. Cortex is a mad genius intent on nothing less than TOTAL WORLD DOMINATION! He is motivated by the desire to take vengeance on a humanity that has always spurned and humiliated him. Ruthless, and obsessive, N. Cortex will go to any lengths to see his schemes realized. Possessed of an outrageously high I.Q., Cortex has absolutely no toleration for those he considers "lesser beings" - IE. EVERYONE ELSE. Cortex truly believes that his massive intellect makes him the logical choice for world leader. The fact that few others see this "obvious" fact only feeds Cortex's rage and determination. Small and puny, Cortex is a coward who never challenges others in physical combat (he rationalizes this by saying that physical combat is "below a being of vast intellect" like himself). A brilliant scientist in the area of engineering and mechanics, Cortex has put his genius to work creating an amazing variety of devilish machines and devices. A creature of wild mood swings Cortex may be insanely gleeful at one moment, then plunged into deep depression the next, though his monomaniacal determination will always get him up and running again. Supremely self confident, Neo has no toleration for the failures of his servants (of which there are many). He does not subject himself to the Evolvo Ray because he considers himself already perfect. He is constantly infuriated by the inferior mentality of his underlings and makes witty and complicated asides that only he and the viewer understand. At times, Cortex will speak directly with the player and attempt to change what he knows is the inevitable end of any hero/villain contest. Ironically enough, N. Cortex is blind to his OWN foibles, a major weakness in any "world dominator".

Cortex is a lifelong loner. The closest thing he has to a human friend is his assistant and childhood associate, N. Brio, whom he treats with the contemptuous affection of a master to a pet (when he's not screaming at him). In an odd way we feel for N. Cortex and his frustrations. His sole reason for living is to achieve world domination, but his schemes are constantly going awry. We almost pity him when Willy and the Henchmen ruin his brilliant plans.

DOCTOR NEO CORTEX - HISTORY

To say that Neo Cortex comes from a troubled childhood would be an understatement. The youngest son in a large family of circus clowns, Cortex was born during the show at Smiling Jimmy's Traveling Circus and immediately thrown into the act. Imagine young Cortex's confusion. No sooner was he out of the womb than he was covered with grease paint and a bright orange nose was planted on his face! Seconds later, hundreds of people were laughing at him! His twenty brothers and sisters were all extrovert's and natural comedians like Mom and Dad and quickly adapted to life under the big top. Little Neo Cortex however, was highly introverted, a sickly child who liked to read science books and play with his erector sets. His siblings, parents, and the other circus performers tormented him mercilessly for his quiet ways, making him the butt of endless and cruel clown jokes. At the age of three they tattooed a large "N" for

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E. CHARACTERS - Continued

DOCTOR NEO CORTEX - HISTORY CONTINUED

nerd on his forehead. They continued to make him an unwilling participant in the family act, humiliating him nightly before a gleeful public. Because of his diminutive stature Cortex was forced to wear a monkey suit and walk on all fours. While other children were getting their first bicycle, young Neo Cortex was being shot out of cannons. Other children were taking accordion lessons and riding ponies while Neo was subjected to the torment of the seltzer bottle and the pie in the face, not to mention the endless banana jokes. This torture abruptly ended when Cortex was five and his entire family was wiped out by a "freak" explosion of the circus's fireworks supply. Alas, Smiling Jimmy's Circus was no more, though the memory lingers. To this very day, an image of a clown, a canned laugh track, a seltzer bottle or a banana, will send Neo into an hysterical rage.

An orphan at a tender age, Neo sought refuge in an abandoned bean factory in the nearby town of Sunnyville, subsisting on a diet of canned beans and rain water. Determined to get a good education, Neo enrolled at the local high school. Though he was only six he easily passed the entrance exams. There his fate as the ultimate outcast was sealed. His youth, bookish ways, arrogant attitude and swollen cranium made him the whipping boy of every high school bully, and not a few of his teachers. The subservient and emotionless N. Brio was the closest thing he had to a friend. Cortex's high school "education" lasted for two years until its untimely ending by a "freak" explosion of the school's science lab's nuclear power plant which destroyed Sunnyville High (as well as much of Sunnyville itself). Amazingly enough, Neo and his "friend" N. Brio were just outside the radius of destruction (studying mineral formations two miles deep in an abandoned plutonium mine) and were spared.

Then began the "years of wandering" as Cortex and Brio traveled the world in search of a place that they could call home (or maybe just a good can of beans). They trekked the farthest Himalayas in search of arcane knowledge and were booted out of monasteries throughout. They safaried through deepest Africa and were run out of countless villages on bamboo rails. They tried to make the scene at the Viper Club in L.A., but never even got close to the doors. Wherever they went a "mysterious" series of violent explosions and catastrophes followed. Eventually this came to the attention of various international law agencies and Cortex and Brio were soon on the "most wanted" lists of every country in the world. Seeking refuge from this unwanted popularity, they ran aground on the Lemurian Islands where they began construction of Castle Cortex and the Evolvo Ray. After years of struggle and effort Cortex stands ready to realize his dreams, if he could only get rid of that pesky Wombat!

E. CHARACTERS - Continued

N. BRIO - DEPT. HEAD OF HENCHMEN

- Cortex's right hand man will confront you when you leave the dungeon for entrance into the castle. Defeating N. Brio will be tough since he will morph into a BIO-MONSTER after you think he is defeated.

N. BRIO
PRELIMINARY - REVISED
WOMBAT PROJECT
NDI - VIS

C. ZEMBILLAS · AET
1·95

BRIO MONSTER

BRIO MONSTER
#2

BRIO MONSTER ①

BRIO MONSTER (2)

E. CHARACTERS - Continued

N. BRIO - BIO

A calm center in the vortex of insanity that is Castle Cortex, Brio is a man of few words, but great devotion to his "master". He is Neo Cortex's chief assistant, fall guy, and the closest thing the mad genius has to a "friend". N. Brio possesses a taciturn personality. Logical and deadpan to a fault, devoid of normal human emotions, his is the logical "voice of reason" to N. Cortex's manic highs and lows. Not a coward, not brave, he is Mr. Spock to N. Cortex's Captain Kirk (though neither one of them gets laid). His life long study of biology is an ideal compliment to N. Cortex's expertise in the more mechanistic sciences. He was instrumental in developing the "Evolvo Ray", but its continued malfunctions are not his fault and are more likely the result of the egomaniacal Cortex's tampering with the original design.

Treated with contemptuous affection by Cortex, Brio suffers greatly, and gladly when he fails Neo. Brio has implanted massive "Head Screws" into his cranium and voluntarily tightens them when he feels that he has let his master down. This is often, as Neo Cortex tends to use N. Brio as his "whipping boy" when things go horribly awry (as they tend to do in Castle Cortex). That this may not be his fault, doesn't matter to the humble N. Brio, as he worships N. Cortex as his intellectual superior. In his eyes N. Cortex can do no wrong. It was not always this way...

N. BRIO - HISTORY

Born the only child of two research scientist parent, Brio was doted upon and singled out at an early age for the fast track to success. Nobel Prizes and large Medical Center directorates. The valedictorian of his Jr. High class in Greenville, he developed a smug and superior attitude toward those that he perceived to be his intellectual inferiors—EVERYONE. All this changed the next year in High School when Brio met his intellectual superior in the diminutive N. Cortex. Over the course of the semester, N. Brio competed intensely with Cortex and lost every time. In time, he regressed because of his failures losing his former confidence. He never became a doctor. He never became a scientist. he never even became an accountant. By the end of that long first semester, Brio was a shattered shell of his former self. He became slavishly devoted to his perceived superior—Neo Cortex. His devotion became even greater when he was spared during the destruction of Sunnyville. In gratitude he implanted the Head Screws.

The Evolvo Ray's continued series of misfirings and failures has prompted much self-anguish on Brio's part, and many screw tightening sessions. Logic dictates that the Ray's flawed creations—The Henchmen—are doomed in their attempt to stop Willy, so Brio turns the ray on himself in an attempt to evolve into an even more brilliant scientist. Instead, the ray DEVOLVES, turning Brio into the primitive and powerful BRIO-MONSTER. The Brio-Monster is a deadly opponent, larger than Koala Kong, more vicious than the Tasmanian Tiger, quicker than Kimono, and stupider than Kimodo

E. CHARACTERS - Continued

THE HENCHMEN - BIO

RIPPER ROO
KOALA KONG
KIMODO AND KIMONO
PINSTRIPE
TASMANIAN TIGER

The Henchmen serve as Neo Cortex's lieutenants and general "enforcers". All were once normal Lemurian animals until they fell into the clutches of Cortex and subjected to N. Brio's Evolvo Ray and the Cortex Vortex. As a result, these once peaceful marsupials and reptiles have become as mean and deranged a group of creatures as ever walked on the darker side of life. Bound together only by their fear of N. Cortex, the Henchmen are formidable opponents for Willy and require him to muster every ounce of skill, courage, and blind luck to defeat them!

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E. CHARACTERS - Continued

RIPPER ROO

- Can be found at the top of the waterfall, and must be defeated before entering the jungle.

E. CHARACTERS - Continued

RIPPER ROO - BIO

Ripper Roo is one completely crazed marsupial. he is totally and certifiably insane, and kept perpetually wrapped up tight in a straitjacket for both his own and others safety. Unfortunately Ripper's feet are free and they're extremely lethal weapons, equipped with six foot long, razor sharp claws which the high bounding Kangaroo uses to deadly effect.

Ripper Roo doesn't speak, eat, or sleep. He is in a constant state of agitated motion, bumping repeatedly into the other Henchmen, making "disturbing" shadow puppets with his tail, or cheerfully smacking his head into walls, machinery, or palm trees. he is unpredictable and as likely to turn on friends as well as foes, or just do nothing at all. Ripper is hard to catch, but easy to follow as he is very noisy, continually giggling and chortling maniacally to himself (especially on the hunt, where you may hear him a few seconds before he actually appears). He will occasionally let loose with a cheerful, high pitched (like the monster in Young Frankenstein), "Rip, rip, rip, Ripper Roooooooo!"

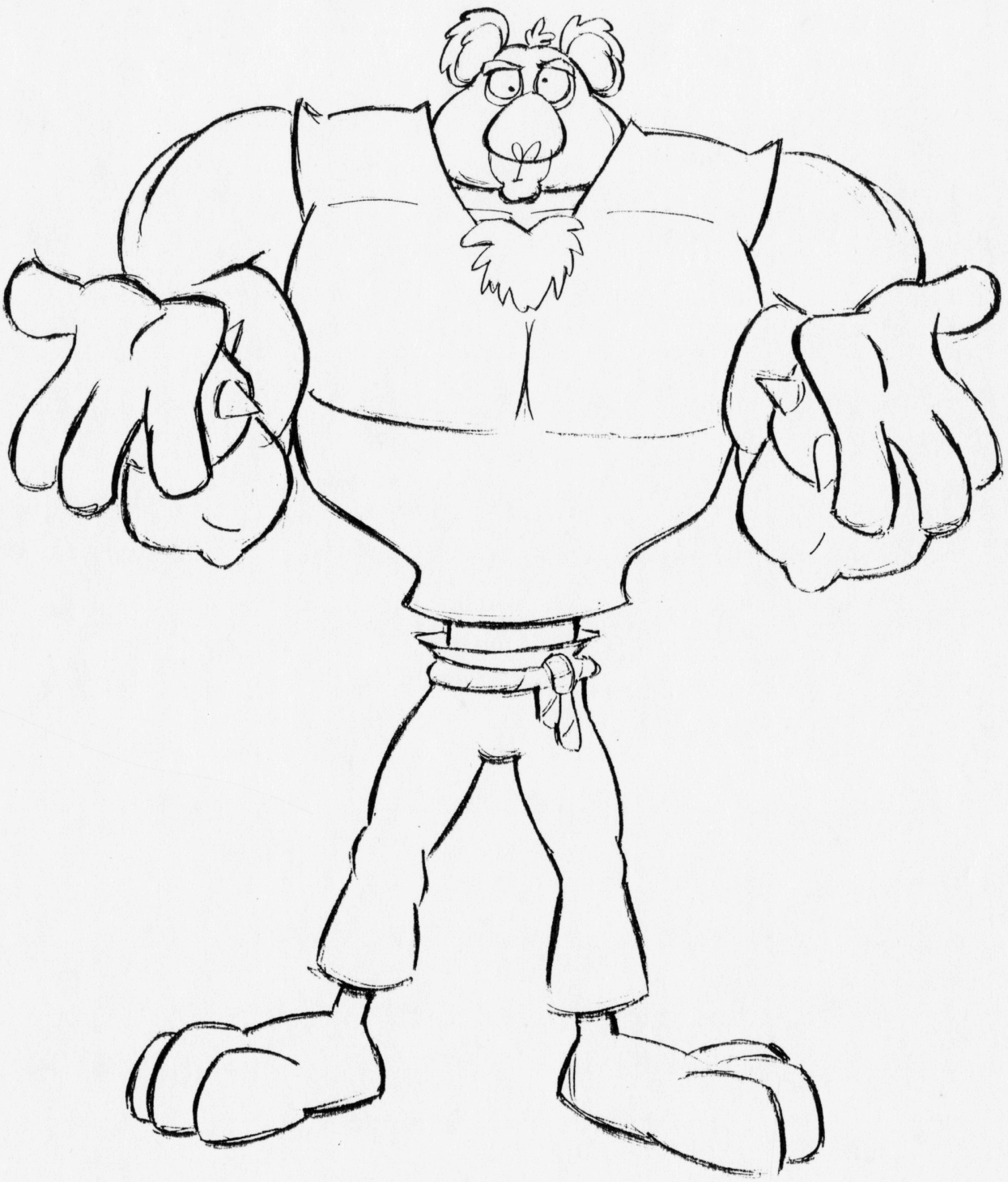
RIPPER ROO - HISTORY

Originally a peaceful kangaroo Ripper Roo is the first and arguably least successful of Cortex's experiments with the infamous Evolvo Ray and the Cortex Vortex. He seemed to take well to his transformation into humanoid form. However, his mind appeared to be a complete blank. Impatient as always, Cortex thrust the dazed wallaby into the Vortex and turned it on overload. What emerged 24 hours later was quickly straitjacketed and locked away.

E. CHARACTERS - Continued

KOALA KONG

- Is waiting for you at the top of the giant tree. Defeating him allows access to the cavern entrance.



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E. CHARACTERS - Continued

KOALA KONG - BIO

Koala Kong was next in line for treatment. A meek little koala bear went under The Ray. What emerged was...BIG! Weighing in at six hundred pounds and over seven feet tall, Koala Kong is a mass of ripped muscles and tendons. Afraid to repeat his earlier failure with Ripper Roo, Neo Cortex did not subject the koala to the overwhelming environment of The Vortex. Instead, the giant marsupial's brain was allowed to develop at his own pace, which turned out to be pretty slow. IE, "Me Koala, you...uhh, ummm, ahh, oooh look at da pretty flower". In desperation, Cortex encouraged Koala Kong to watch T.V., video, ANYTHING to make him brighter. Unfortunately, Koala became obsessed with the Rocky movies, adopting Stallone's persona to a fault. He is convinced that he IS Rocky Balboa, adopting his Brooklyn accent and addressing everyone he speaks to as "Adrianna". Despite his unquestionable stupidity, Koala Kong's great strength and massive size make him a dangerous opponent. He can take incredible punishment and keep on going. His Rocky fixation adds to his power for whenever he gets in a fight, he's convinced that he's living out the Rocky movies "round in the ring", and if he keeps getting up, he'll eventually win. After all, he is "Rocky", right?

E. CHARACTERS - Continued

KIMODO AND KIMONO (THE DRAGON BROTHERS)

- These characters are located at the end of the Ruins area, and must be defeated before proceeding to the next island.

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E. CHARACTERS - Continued

KIMODO AND KIMONO - BIO

Neo Cortex decided that he might have better luck with reptiles, than with marsupials, so on his third and fourth outing with the Evolvo Ray he used two of the numerous Kimodo dragons found on the third island as his subject matter. In an attempt to avoid the "Stallonization" of the two new Henchmen, Neo programmed out all Western movies and media, subjecting the dragons to a diet of only Asian films, especially Samurai movies. The results weren't quite what he was hoping for. If Abbot and Costello had scales, forked tongues, bad dispositions, and a tendency to slice and dice, one would have the Dragon Brothers. One is extremely stupid. The other is extremely smart. Both are as mean as junkyard dogs.

KIMODO - BIO

Kimodo is as stupid as his brother dragon is smart and as slow as his brother lizard is fast. He shares little with Kimono save for a certain Reptilian ruthlessness and savagery and a love of razor sharp swards. What makes Kimodo so dangerous is that he's big, loyal and incredibly stubborn. Perceiving Kimono as his "Daimyo" liege lord, he is blindly obedient to the smaller lizard and will do his utmost to carry out any task that Kimono gives him. Once he is ordered to come after you it will take a Mac Truck or and Abrams Battle Tank to stop him. But you better be sporting heavy armor as Kimodo's great strength and samurai sward are capable of cutting through solid rock!

KIMONO - BIO

Kimono is the brains of the operation. He's smart, maybe too smart because he's convinced that he's more intelligent than anyone else. Especially a bunch of hairy mammals. cold hearted as well as cold blooded, Kimono is loyal only to himself, but pretends to serve Neo Cortex in order to further his own goals which are simple—world domination for LIZARD KIND! Needless to say, he's a big Godzilla fan. He constantly refers to the other Henchmen (Cortex and Brio, but only behind their backs) as "sssstupid Mammalsssss".

Not physically powerful and not especially brave, Kimono relies on his speed and sneakiness in a fight. he is a quick and agile as a snake and a master of the deadly art of Samurai swordplay. Living by a warped Samurai code, Kimono is totally ruthless, showing no mercy to those he defeats. The fact that the other Henchmen refuse to commit "sepuko" when they are defeated disgusts him, though he would never consider it himself. Convinced that he is destined to rule, not Neo Cortex, Kimono is constantly hatching cunning schemes that will enable him to seize control of the islands and create a race of super lizards. His plans are often foiled by his one blind spot—his reliance on the dim witted Kimodo to carry out his end of the plot. Kimono just can't get it through his pointed head that a fellow reptile can be so inept. Lucky for us.

E. CHARACTERS - Continued

PINSTRIPE

- After completing the first section of the cavern cart section, this enemy awaits. Defeat him and then challenge the next section of mine cart fun.

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E. CHARACTERS - Continued

TASMANIAN TIGER

- After snow boarding along the snow caps, this enemy is waiting for you at the Half Pipe. Defeating him will allow entrance to the sewer.

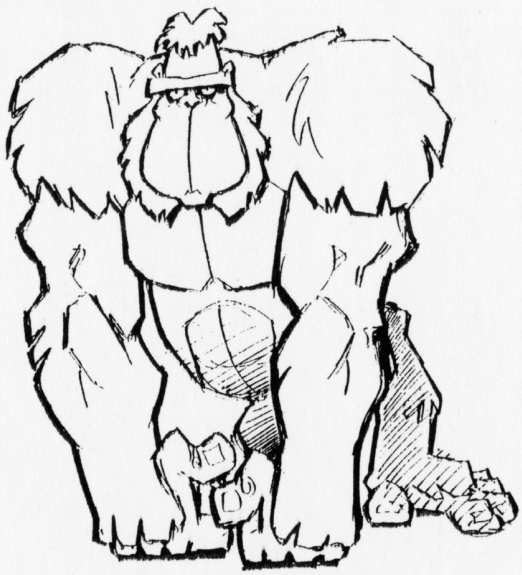
F. SUPPORT CHARACTERS

FAT MAFIA HENCHMAN

TALL, THIN MAFIA HENCHMAN

F. SUPPORT CHARACTERS - Continued

GORILLA



RUNNING LIZARD

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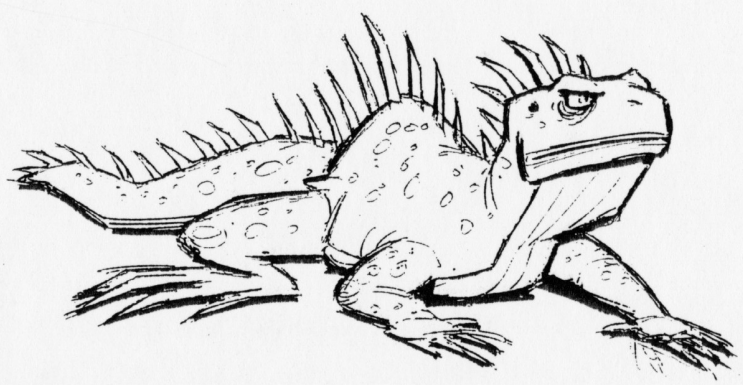
F. SUPPORT CHARACTERS - Continued

MONKEY

IGUANA



F. SUPPORT CHARACTERS - Continued

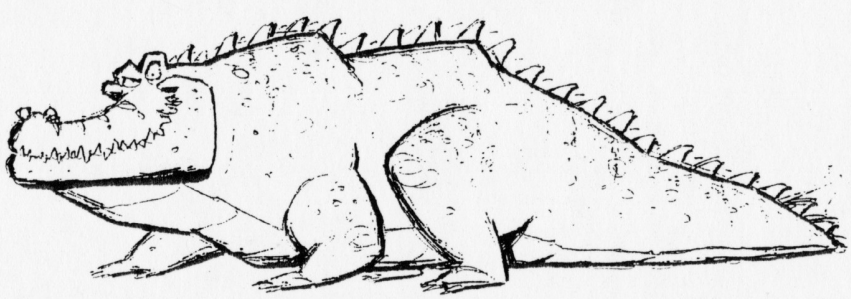
HYENA

LITTLE KOALA

F. SUPPORT CHARACTERS - Continued

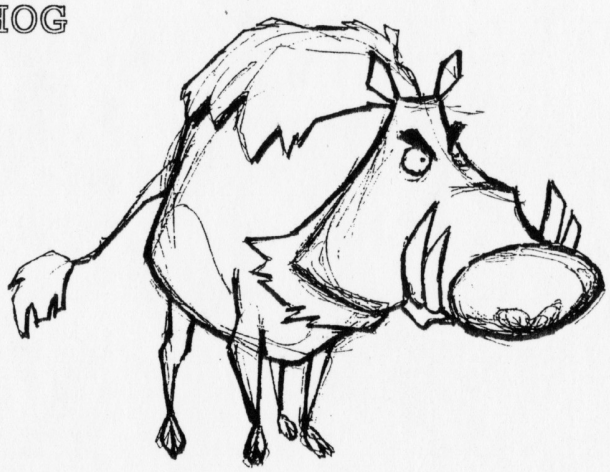
POSSUM

CROCODILE

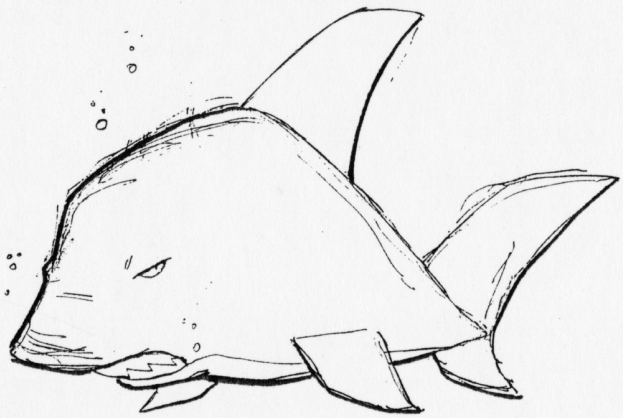


F. SUPPORT CHARACTERS - Continued

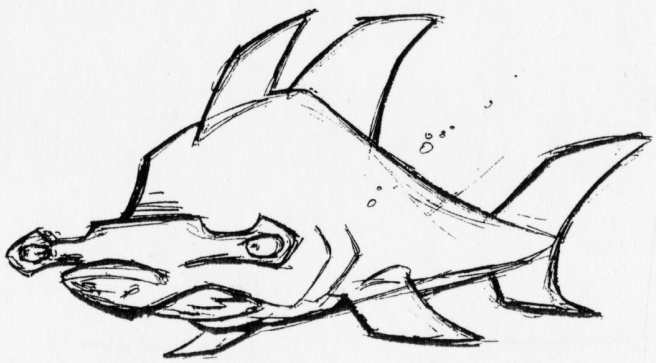
WARTHOG



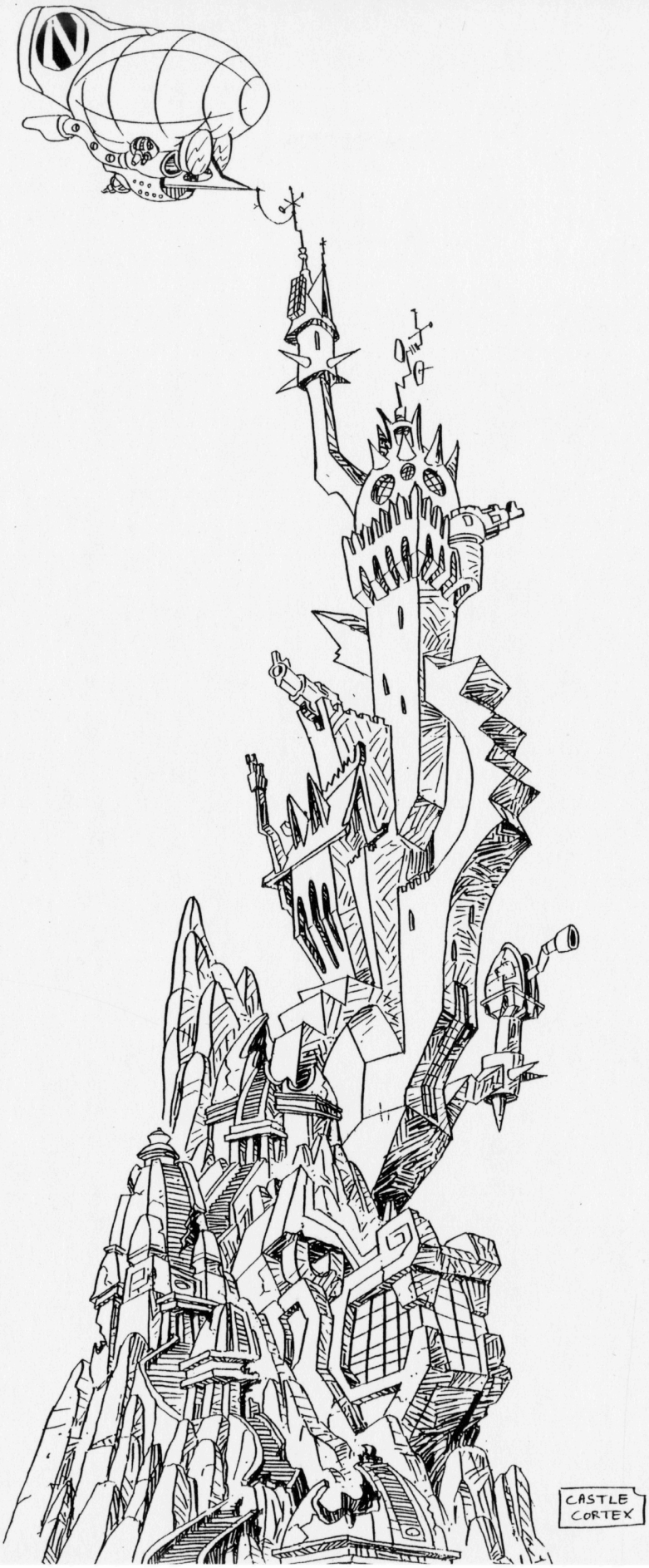
SHARK



HAMMERHEAD SHARK



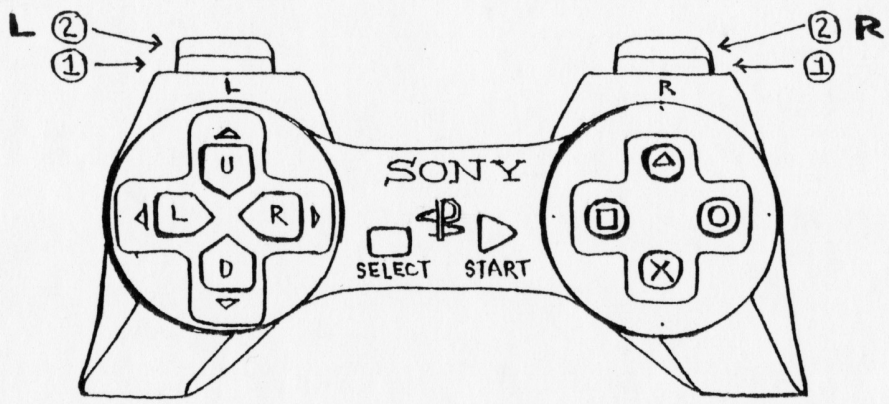
G. OTHER ART


CASTLE
CORTEX

H. PLAY TECHNIQUE

The objective of this game is to have an easy to control character that gives the feeling of confidence to defeat all that comes your way. This is an outline of how the controls might be laid out, and what the functions might be. Since the game will change perspectives during progress, both perspectives are listed.

Top Buttons Are Not Used



	2D - Side View	3D - Back View
UP	Climb up	Forward - Into the Screen
Down	Descend	Backwards - At the Player
Left	Move Left	Move Left
Right	Move Right	Move Right
Select	Access Options Mode	Same
Start	Start Game - Pause	Same
□	Action	Action
Δ	Jump	Jump
O	Action	Action
X	Jump	Jump
Top L1	Not Used	Not Used
Top L2	Not Used	Not Used
Top R1	Not Used	Not Used
Top R2	Not Used	Not Used

NOTE: All buttons are assignable in the OPTIONS mode - Control Configuration.

H. PLAY TECHNIQUE - Continued

WILLY THE WOMBAT - GAMEPLAY TECHNIQUES, FUNCTIONS, ETC...

1. Willy walks until he reaches full momentum movement.

2. If "jump" button is pressed, Willy jumps up or in the direction he is moving.

3. If Willy touches/collides with an enemy, he is damaged one "unit".

4. If Willy jumps and lands on an enemy, then the enemy is defeated.

5. If Willy touches a fruit(lime, pineapple, mango, strawberry or coconut), he collects it and is stored in a register(#1). (see registers)

6. If Willy touches a "ying yang yuk", then he collects it and it is stored in register(#2).

7. If Willy touches a "special" flower, then he collects it and his running speed increases until he is damaged.

8. If Willy touches a "spring" flower, then he collects it and he can now jump higher until he suffers damage.

9. If Willy touches a "pepper" flower, then he collects it and he can now increase the strength of his attack, until he suffers damage.

10. If Willy touches a small skull, he suffers damage.

11. If Willy jumps on a small skull, then it is destroyed, and is stored in a register(#3).

12. If Willy touches a large skull, then he suffers damage.

13. If Willy jumps on a large skull, then it is destroyed and he is immediately awarded "invincibility" for a certain time. Invincibility allows Willy to defeat all enemies and suffer no damage.

14. If Willy touches a "stone block", it will be destroyed and a "Witch Doctor" will join with Willy.

15. If Willy touches more stone blocks while in possession of the Witch Doctor, then the Witch Doctor will increase in strength.

H. PLAY TECHNIQUE - Continued

WILLY THE WOMBAT - GAMEPLAY TECHNIQUES, FUNCTIONS, ETC...

16. The Witch Doctor can step up / increase in power up to five steps.

17. If Willy is damaged while possessing the Witch Doctor, then Willy will lose the Witch Doctor totally.

18. If Willy is damaged without the Witch Doctor, then loss of Willy occurs.

19. If loss of one Willy occurs, then the next one will appear from the remaining inventory.

20. If no more Willy's are in inventory, then the game will end.

21. If Willy touches a Willy(icon)face, then one Willy will be awarded and held in the reserve inventory. Register(#5).

22. If Willy touches a "mask", then Willy will wear the mask for a time and perform a special attack.

23. If Willy passes a "sign post", then the sign post will spin, and Willy will now restart from this point if loss of play occurs and at least one Willy is left in inventory.

24. If Willy touches a stone block of a different color, it will be destroyed and a "letter" will be revealed that will then be held in a register(#4).

25. If Willy defeats 20 enemies, then one-1up will be released, and collected.

26. If Willy does not move (joypad remains untouched), after a certain time Willy will perform one of a certain number of available "stand still" animations. These animations will be chosen by a random formula.

27. When Willy suffers enough damage to lose the current life, he will perform a "death" animation.

28. If Willy jumps into an area where no ground exists, he will fall downward until he contacts solid ground, or dangerous terrain. Dangerous terrain (such as pointed spikes) will cause damage to Willy sufficient to cause loss of life. Go to next remaining spare Willy in inventory.

29. If Willy encounters a "boss" enemy, he must damage this enemy repeatedly until this boss enemy is defeated.

H. PLAY TECHNIQUE - Continued

WILLY THE WOMBAT - GAMEPLAY TECHNIQUES, FUNCTIONS, ETC...

30. If Willy touches an "artifact", he will collect it and the round will end, and a message will appear from Karmen. The artifact will not be collected or stored.

31. If Willy touches a "scroll", he will collect it and the round will end, and a "FMA" will be played. The scroll will not be collected or stored.

32. If Willy walks into, or jumps into water, then he will animate in a swimming position. He will remain in this position until he has left the water.

33. If Willy jumps onto a vertical vine , then he will grasp it and will then be able to climb up and down on it.

34. While grasping the vertical vine, Willy can leave it if the jump button is pressed.

35. If Willy jumps into a mine cart, he will then ride in that cart as it travels.

36. While in the mine cart, Willy can duck down to avoid collision with threats.

37. While in the mine cart, Willy can jump out of it and steer his direction using the joypad.

38. If Willy is traveling in a direction, and then changes to the opposite direction, then he will skid(animation). Change of direction only requires one press on the joypad.

39. If a change of direction is made while the joypad is continuously pressed, then the stop/skid animation is canceled and Willy will rapidly move in the new direction.

40. If Willy jumps and descends, a "landing" animation will be played.

41. If Willy jumps and a new jump is required upon landing, then the landing animation will be canceled and Willy will immediately jump again.

42. If Willy jumps on an enemy, he will rebound from that contact and the direction will be controllable by using the joypad.

43. If Willy encounters a wall or other solid object that he cannot jump over, then he will be stopped .

44. If Willy stands at the edge of a platform and over 60% of his body is beyond the edge of that platform, then Willy will go to a special animation.

H. PLAY TECHNIQUE - Continued

WILLY THE WOMBAT - GAMEPLAY TECHNIQUES, FUNCTIONS, ETC...

45. If Willy is damaged, but does not die, then a humorous animation will be displayed.

46. If Willy is hit by a large object from overhead, and that object weighs at least twice his own weight, then Willy will be flattened(animation).

47. Whenever Willy sees Karmen, his eyes should protrude from their sockets and his tongue should hang out of his mouth, in a humorous way that depicts lust.

48. If a selectable third button is rapidly and repeatedly pressed in conjunction with movement of the joypad, then Willy should achieve full speed momentum in 30% of the normal time duration.

49. If Willy jumps on a certain object, it will activate a switch, the object will lower into the ground and Willy will drop into an underground area.

50. In the underground area, when Willy has collected all the pick-up items, he will then be transported to the surface once again.

51. The reappearance point will be different than where he went underground.

52. If Willy collides with certain trees or certain other solid objects, item(s) will be released from overhead that Willy can touch to collect.

53. If Willy is standing directly in front of a ladder, and the up direction is pressed and held, then Willy will proceed to climb the ladder.

54. If Willy is on the ladder, he can travel in either the up or down direction.

55. While on the ladder, if the jump button is pressed, then Willy can leave the ladder in the direction the joypad is pressed (controllable).

56. When Willy has entered a "2-D" playfield area, then his movement is restricted to left-right and up-down. No y-axis is possible.

57. If Willy remains inactive for more than 120 seconds, then lightning will strike him and loss of life will occur. Lightning strikes often on these islands you know!

58. If Willy jumps, and while in the air, but before he lands on an enemy, the jump button is pressed again, then he will position 180 degrees-land on the enemy upside down and proceed to pick up the enemy and slam them into the ground.

H. PLAY TECHNIQUE - Continued

WILLY THE WOMBAT - GAMEPLAY TECHNIQUES, FUNCTIONS, ETC...

59. If #58 maneuver is executed, then when the enemy is slammed onto the ground, an item may be released by this impact. Willy can then collect this item.

60. If an enemy approaches Willy carrying a weapon or other item , Willy can "disarm" the enemy by performing the following technique; As Willy runs at the enemy, if both the jump and action buttons are pressed at exactly the same time, then Willy will "slide" at the enemy and the enemy will be defeated and the item will fall to the ground and Willy can collect it.

61. If the item is a weapon, then Willy will break it and grunt a special audio f/x or he will voice a special piece of dialogue such as " weapon no good!"

62. If Willy jumps at any enemy that is positioned in a tree or other, off the ground, then they are defeated by his touch.

63. If that same enemy has left the overhead position and is in the air, then Willy will be damaged by the contact with that enemy.

H. PLAY TECHNIQUE - Continued

WITCH DOCTOR - GAMEPLAY TECHNIQUES, FUNCTIONS, ETC...

1. Step 1 = Witch Doctor as ally, can take one hit of damage for you.

2. Step 2 = Witch Doctor attacks enemy within three units of distance from Willy - power of 1. Enemy is defeated with three attacks. One unit of distance equals one Willy.

3. Step 3 = Witch Doctor attacks enemy within three units of distance from Willy - power of 3. Enemy is defeated with one attack

4. Step 4 = Witch Doctor attacks enemy within six units of distance from Willy - power of 3.

5. Step 5 = Witch Doctor glows brightly and Willy is invincible for ten seconds.

6. One unit of damage will subtract Witch Doctor altogether.

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H. PLAY TECHNIQUE - Continued

WILLY THE WOMBAT - CONTROLS

1. Left = movement 2D&3D
2. Right = movement 2D&3D
3. Up = movement 3D climb 2D
4. Down = movement 3D descend 2D
5. Left + Up = movement 3D
6. Left + Down = movement 3D
7. Right + Up = movement 3D
8. Right + Down = movement 3D
9. Action Button = whirl/spin (3 seconds)
10. Jump Button = jump/bonk
11. Jump + Jump = slam
12. Jump + Action = slide
13. Special Button = accelerate to run quicker

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H. PLAY TECHNIQUE - Continued

VOO DOO MASKS - GAMEPLAY TECHNIQUES, FUNCTIONS, ETC...

1. Scare Mask- When Willy touches this mask, then he will wear it over his face until it's power wears off (probably 10-15 seconds). This mask will cause enemies to avoid Willy , therefore they will run away from him. If Willy touches an enemy while wearing this mask, then they are instantly defeated.

2. Magic Mask- When Willy is wearing this mask all enemies act normal in their logic, but will be defeated by touch. Lasts 10 seconds.

3. Freeze Mask- All enemies will stop in their tracks and cannot move, but Willy must bonk them or slam them. 15 seconds.

4. Speed Mask- Willy will run very quickly with this mask and is invincible as well. 10 seconds.

5. Silly Mask - While wearing this mask, the function button now controls the infamous "belly flop crash" technique instead of the "whirl/spin". If an enemy is hit with this technique, then the enemy is sent in the opposite direction and will defeat any enemies that it contacts with. The distance the enemy is sent will be determined, but it could as an example be six units. 20 seconds.

6. Laughing Mask- While wearing this mask, Willy will "laugh" continuously and enemies will be drawn to him extraordinarily! 20 sec.

H. PLAY TECHNIQUE - Continued

REGISTERS

1. If Willy collects 100 fruit, then a 1up will appear.

2. If Willy collects 100 ying yang yuk symbols, then when the entire game is completed, a bonus game of "Way of the Wombat" is rewarded.

3. If Willy destroys three small skulls, then invincibility is awarded.

4. If Willy collects the letters "MCA", "UIS" or "DOG", then 5-3-1 extra men are awarded respectively.

5. If extra Willy's or 1up's are collected, then they are stored here.

REGISTER DISPLAYS

1. When an item is collected into any register, then that register will appear as an on-screen display for 2 seconds at the top of the playfield. The register will then scroll off the top of the screen and remain hidden until either- more items are collected and stored; or the count has achieved a reward.

FRUIT

1. Coconut - Lays on the playfield ground. If Willy touches coconut, then he collects it, it disappears from the screen and (1) unit is then counted in register #1.

2. Mango - Lays on the playfield ground. If Willy touches mango, then he collects it, it disappears from the screen and (2) units are then counted in register #1.

3. Strawberry - Lays on the playfield ground. If Willy touches strawberry, then he collects it, it disappears from the screen and (3) units are counted in register #1.

4. Lime - Lays on the playfield ground. If Willy touches the lime, then he collects it, it disappears from the screen and (4) units are counted in register #1.

5. Pineapple - Lays on the playfield ground. If Willy touches the pineapple, then he collects it , it disappears from the screen and (5) units are counted in register #1.

H. PLAY TECHNIQUE - Continued

SKULLS

1. Small - Lays semi-hidden on the playfield ground. If Willy touches it from any side collision, then Willy will be damaged. If Willy jumps on top of this, then Willy's weigh will destroy it and it will be counted in register #3.

2. Large - Lays semi-hidden on the playfield ground. If Willy touches it from any side collision, then Willy will be damaged. If Willy jumps on top of this, then Willy will be awarded with "invincibility" for a certain time.

3. Talking Skull - Taunts Willy as he encounters this. If destroyed, it will tell Willy where the closest voodoo mask is! Can only be destroyed by three continuous bonks without touching the ground.

4. Magic Skull - Similar to the talking skull, but speaks in gibberish. If Willy possesses the Witch Doctor, then the speech will be understandable. Will give clues such as "enough ying yang yuks will lead the way".

FLOWERS

1. Spring Flower - Sits quietly on the playfield. If found and collected, will power-up Willy with the ability to jump 50% higher, until Willy is damaged, then it is gone.

2. Pepper Flower - Sits quietly on the playfield. If found and collected, will power-up Willy with the ability to extend the whirling spin attack to twice the duration. The whirling spin is relatively uncontrollable.

3. Special Flower - Sits quietly on the playfield. If found and collected, will increase Willy's speed by 50%, until damaged.

4. Cactus Flower - Sits quietly on the playfield. If touched by Willy, will cause damage. AVOID!!!

H. PLAY TECHNIQUE - Continued

STONE BLOCKS

1. White Stone - Comes up from underground as Willy approaches. If touched by Willy, it will be destroyed, and will either reveal the Witch Doctor or will power-up the Witch Doctor, up to five steps.

2. Blue Block - Comes up from underground as Willy approaches. If touched by Willy, it will be destroyed and a "letter" will appear. The letter will automatically be stored in a register (#4).

3. Red Block - Comes up from underground as Willy approaches. If Willy touches it, he will be damaged.

SWITCH ITEMS

1. Boulder - If Willy jumps on this, then it will become activated, and will lower into the ground revealing an underground area.

2. Platform - If Willy jumps on this, it will become activated, and a doorway will be revealed. Enter this doorway and a secret area will be accessible.

3. Rope - Jump and grab this, and a secret entrance will be revealed. Enter this secret area to collect items.

4. Candle - This will serve as the reappearance switch for any of the secret areas. Touch it and Willy will be transported back to the playfield.

5. Artifact - When Willy touches this, the round will end and a message from Karmen will be played. The message can either be a "FMA" or simply an audio one. The artifact is not stored or retained.

6. Scroll - When Willy touches this, the round will end and a "FMA" will be played that progresses the storyline. This scroll is not stored or retained.

H. PLAY TECHNIQUE - Continued

ICONS

1. Willy Face - This icon will either laying in waiting on the playfield, or will be released when a condition is met. It can be collected by simply touching it, and then it will be stored in the reserve lives register #5.

2. 1 Up - This symbol will be laying in waiting on the playfield. If Willy touches it, he will collect it and it will be counted as one additional life in register #5.

3. Lightning Bolt - This is a very special symbol that when it appears, will be laying on the playfield surface for only a very brief time - 5 seconds. Willy can collect it by touching it. When collected, it will cause the screen to darken and a shower of lightning bolts will rain from the heavens. These lightning bolts will defeat all enemies that are on the screen, or that appear as Willy travels along the pathway. The appearance of this icon is subject to conditions to be determined. Most likely to appear in areas where large numbers of enemy population exists.

4. Bubbling Blue Beaker - Dr. Cortex's incompetent minions have carelessly dropped some of his super secret "formula" while out searching for Willy. If Willy finds this beaker, he will automatically drink it (since he's really very thirsty), and after an amusing animation, he will be able to sustain twice the damage. If he has the Witch Doctor, then two Witch Doctors will revolve around him! If he does not have the Witch Doctor, then the first damage will not cause loss of life. There will be no visual clue to this increase of virility, except maybe bubbles spinning around his head (like he's buzzed).

5. Bubbling Red Beaker - This is the stuff that Dr. Cortex wanted them to use if they found Willy. Drink it and Willy shrinks 200%.

6. Ying Yang Yuks - These are hidden throughout the entire playfield. If 100 of these are found, then "Way of the Wombat" sub-game is reward to the player when the entire game is completed. If Willy touches one of these, then they are collected and counted in register #2.

H. PLAY TECHNIQUE - Continued

SECONDARY ENEMIES - GAMEPLAY TECHNIQUES, FUNCTIONS, ETC...

1. NATIVE WARRIOR

   A. As Willy approaches, this character will jump out from behind a tree or other obstacle in the map. He does not move towards Willy, and acts as an obstacle to either be defeated, or avoided. This character does not have a weapon and does not throw any projectiles.

   B. This version awaits Willy's arrival and springs forth when Willy is within range. This character is on a railway that extends from the point of introduction to six units of distance in the direction of Willy's approach. If Willy does not defeat, then this character will reverse direction and when arriving at the original starting point, will return to hiding.

   C. This version will spring from a hiding point and travel on a railway across Willy's intended path. Must be defeated or collision with Willy is certain.

2. MONKEY

   A. As Willy approaches, will drop down from an overhead location. Does not move.

   B. As Willy approaches, will hang down from a overhead location and wave arms wildly.

   C. As Willy approaches, will drop down from overhead and will follow a railway path. The railway will extend from the point of arrival towards the player and across the path in a diagonal direction, then will disappear on the opposite side of the pathway.

H. PLAY TECHNIQUE - Continued

SECONDARY ENEMIES - GAMEPLAY TECHNIQUES, FUNCTIONS, ETC...

5. IGUANA

   A. This character will lay waiting for Willy silently in a low dip in the pathway. It will not move, but will surprise Willy as he arrives here!

   B. This version will be waiting on the next uphill section as Willy approaches! When Willy begins the downward run, the iguana will come down to meet him.

   C. This version will run down the trunk of a tree on one side of the pathway, and then run directly across the path. After crossing the road, it will sliver-up the trunk of a tree on the opposite side.

   D. Other iguana's will criss-cross Willy's path in the same way, but in the opposite direction a little farther down the path (bonk-bonk-bonk!!!).

H. PLAY TECHNIQUE - Continued

SECONDARY ENEMIES - GAMEPLAY TECHNIQUES, FUNCTIONS, ETC...

3. GORILLA

   A. As Willy approaches, will drop down from overhead like the monkey, does not move, but is too big to avoid. Will wave his arms wildly for a certain time. Can only be bonked when his arms are not moving.

   B. Same as (A.), But moves on a railway across the pathway, back and forth. The railway comprises a line from one edge of the path to the other, and 90 degrees in relation to the general path. There will be a pattern of where the gorilla stops and begins his arm waving on the railway, this is to be determined.

   C. Everything same as (B.), But the gorilla will stop in the exact middle of the railway and will spin like a top with his arms extended for a certain time. When not spinning, this gorilla will be ready to bonk.

   D. If there is a large shadow in the pathway, this gorilla will drop directly down on Willy, but if Willy jumps at that time, then Willy will defeat the gorilla instead.

   E. This gorilla will swing down in front of Willy while still hanging from overhead. Willy can defeat him by the bonk. The proper technique will require attempting the bonk while the swing motion is towards the player. If the swing motion is in the opposite direction, then Willy could land in front of him and be damaged by the return swing.

4. KOALA

   A. This character will slide down tree trunks as Willy approaches, then will jump onto the pathway. It will then hop across the path until it disappears on the other side. Willy must be careful bonking this little guy, because if he jumps too high when Willy is trying to bonk him, then side collision will occur and Willy will be damaged. Safe bonking occurs when the koala is on the ground or in a low enough position for Willy to contact his head.

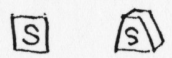
   B. This version will wait until Willy is right next to it on the pathway before it jumps out.

   C. This time the koala waits as Willy approaches and then races directly across his path in a taunting manner.

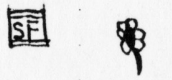
I. PICK-UPS

LEVEL DESIGN

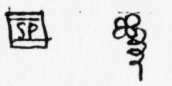
ICONS



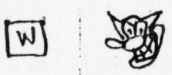
STONE BLOCK – Witch Doctor appearance / Power Up



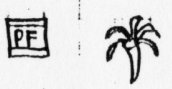
SPECIAL FLOWER – Running Speed



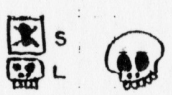
SPRING FLOWER – High Jump



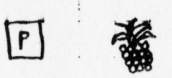
WILLY FACE – 1-Up



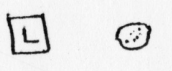
PEPPER FLOWER – Super Attack



SKULL – Touch it = Loss of play
Bonk it



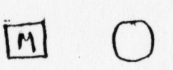
PINAPPLE – Pick up tally 5



LIME – " 4

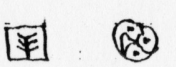
STRAWBERRY – " 3

COCONUT – " 1

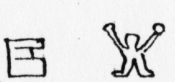


MANGO – " 2

MASK – Special Attack Mode



Y.Y.Y. – Secert Game Pick-Up

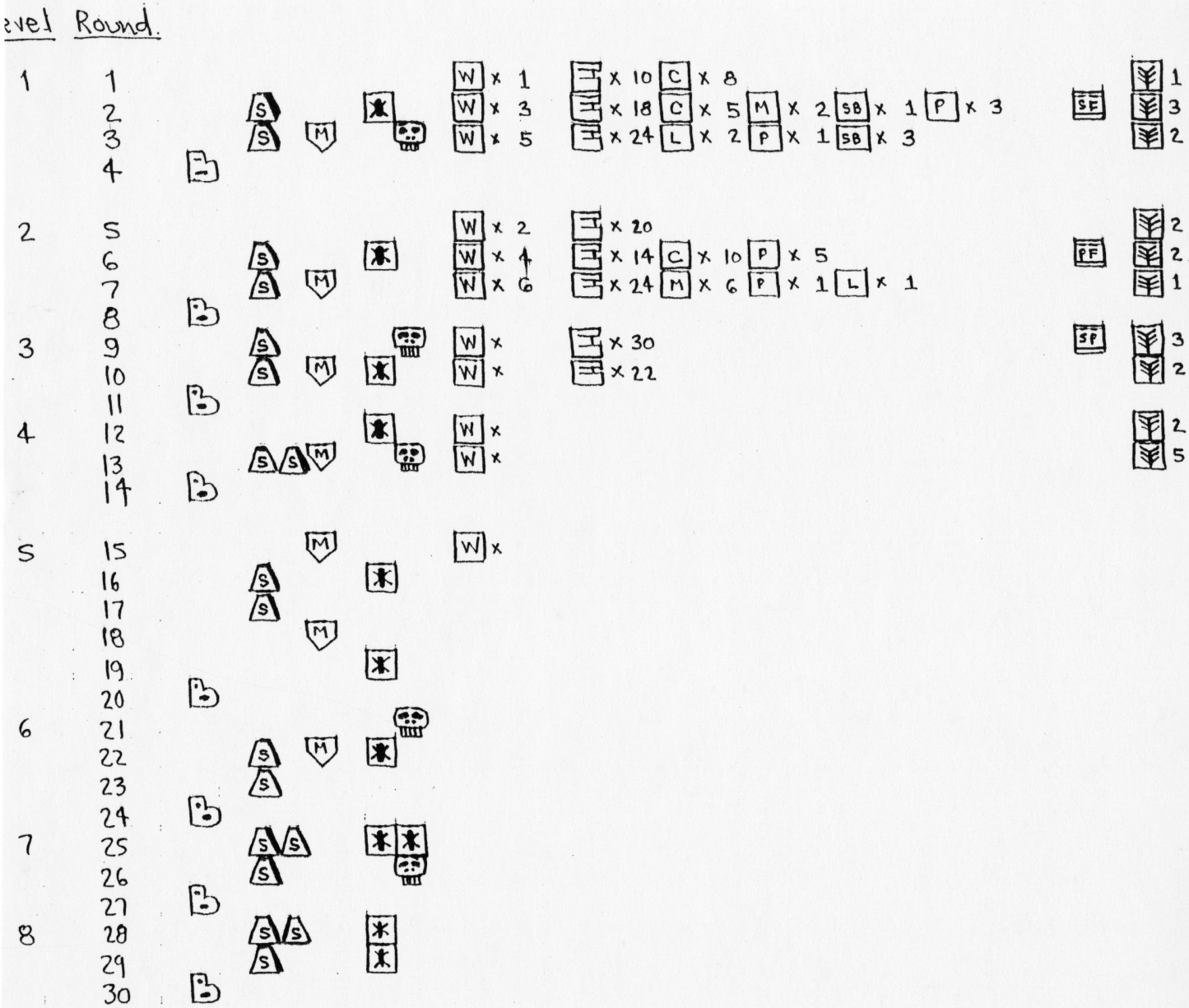


Enemy FMA

BOSS Enemy

LEVEL DESIGN

STRUCTURE ICON PLACEMENT — PLANNING



J. SECRETS

HIDDEN AREAS

- There will be hidden areas throughout this game. Entry into these areas will be executed by different methods. Hidden areas may allow access to bonus treasure rooms, food storage, coconut supplies, or simply, access to the next area (auto conclusion).
- These areas might be entered by collision with certain walls, tree trunks, stone statutes; or by collecting certain items.
- There is always an incentive to find and enter these areas, since many helpful items can be obtained.
- Hidden areas will usually not be populated by enemies.
- These areas are not necessary to complete the entire game, however, special FMA may be rewarded if all of them are found.

J. SECRETS

K. SOUND

SOUND f/x

K. SOUND - Continued

DIALOGUE-VOICE

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K. SOUND

MUSICAL SCORE & EDIT

CRASH BANDICOOT

Dr. Cortex is a genius, a mental aberration
He's totally fixated on world domination
The local island creatures are dull and obtuse
Until the evil doctor turns on the juice
He wants them for his troops
But they come out nincompoops
Most es..pe..cial...ly

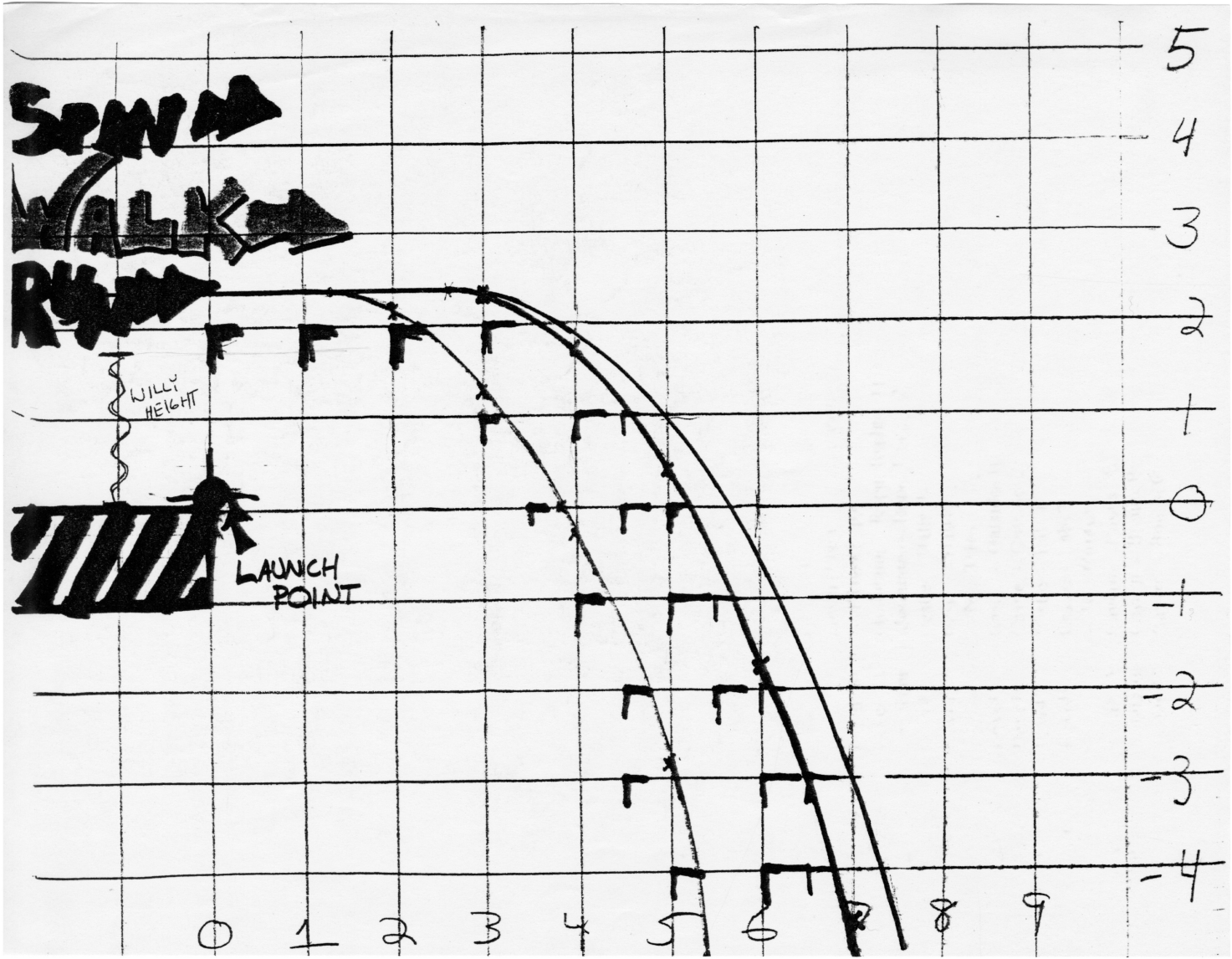
Crash!
Crash Bandicoot
Should have been a genius, but he doesn't quite compute

Crash!
Crash Bandicoot
Anything can happen now that Crash is in pursuit

Tawna's been selected for running through the blender
Crash will fight to save her, he'll never surrender
He'll vanquish any villain to set his girlfriend free
He doesn't have a clue about how to proceed
His heart's in the right place
His brain's been rearranged
Un..suc...cess...ful...ly

Crash!
Crash Bandicoot
If Cortex isn't beaten, he'll reign absolute

Crash!
Crash Bandicoot
Play our game and tell your friends so we make lots of loot


SPIN
WALK
RUN
WILLY HEIGHT
LAUNCH POINT
5
4
3
2
1
0
-1
-2
-3
-4
0
1
2
3
4
5
6
7
8
9

NAUGHTY DOG, INC.
100 UNIVERSAL CITY PLAZA
BUILDING 488/7A
UNIVERSAL CITY, CA 91608
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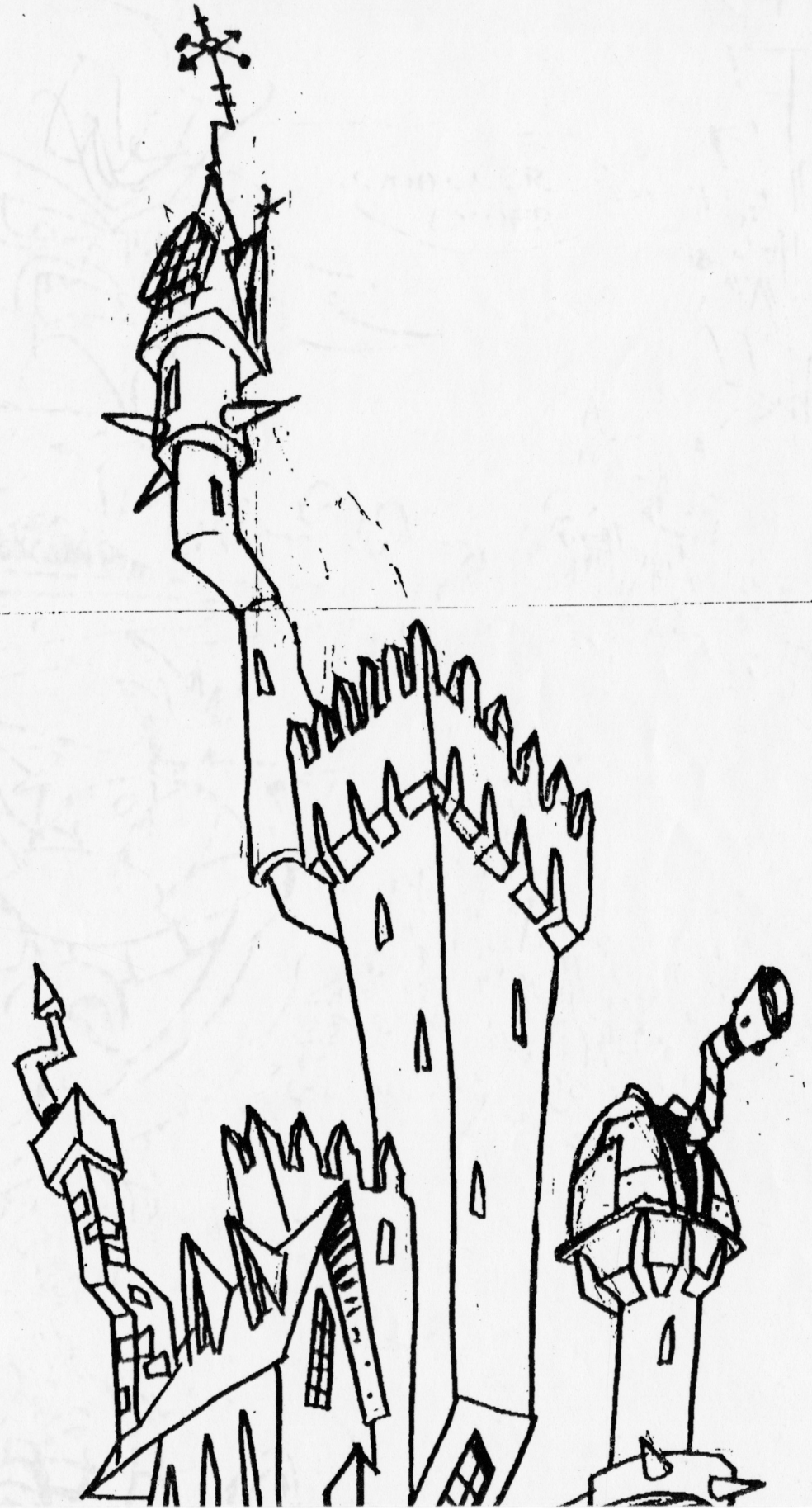
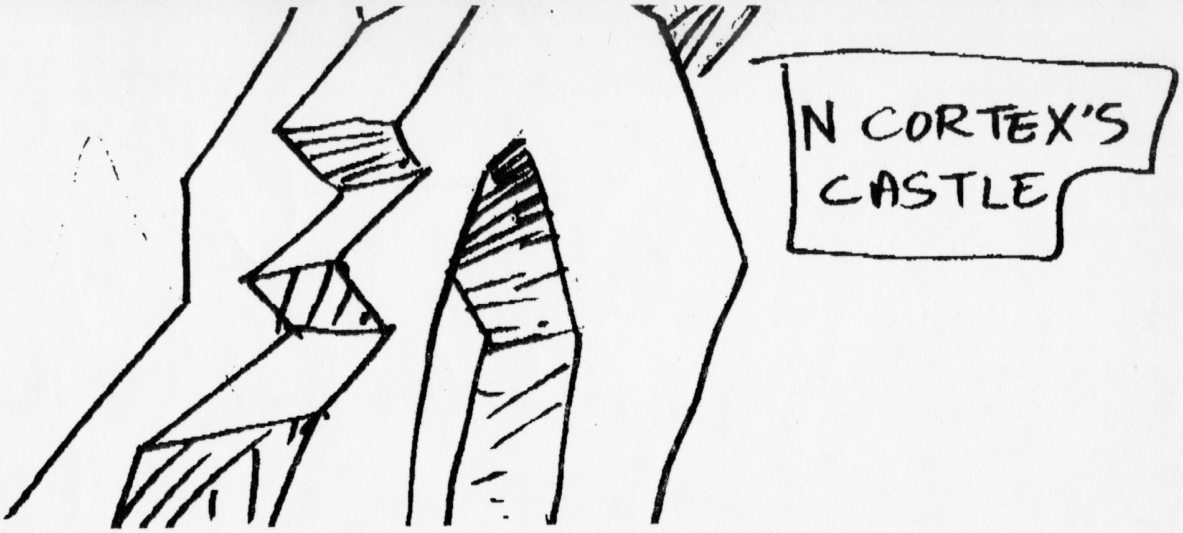
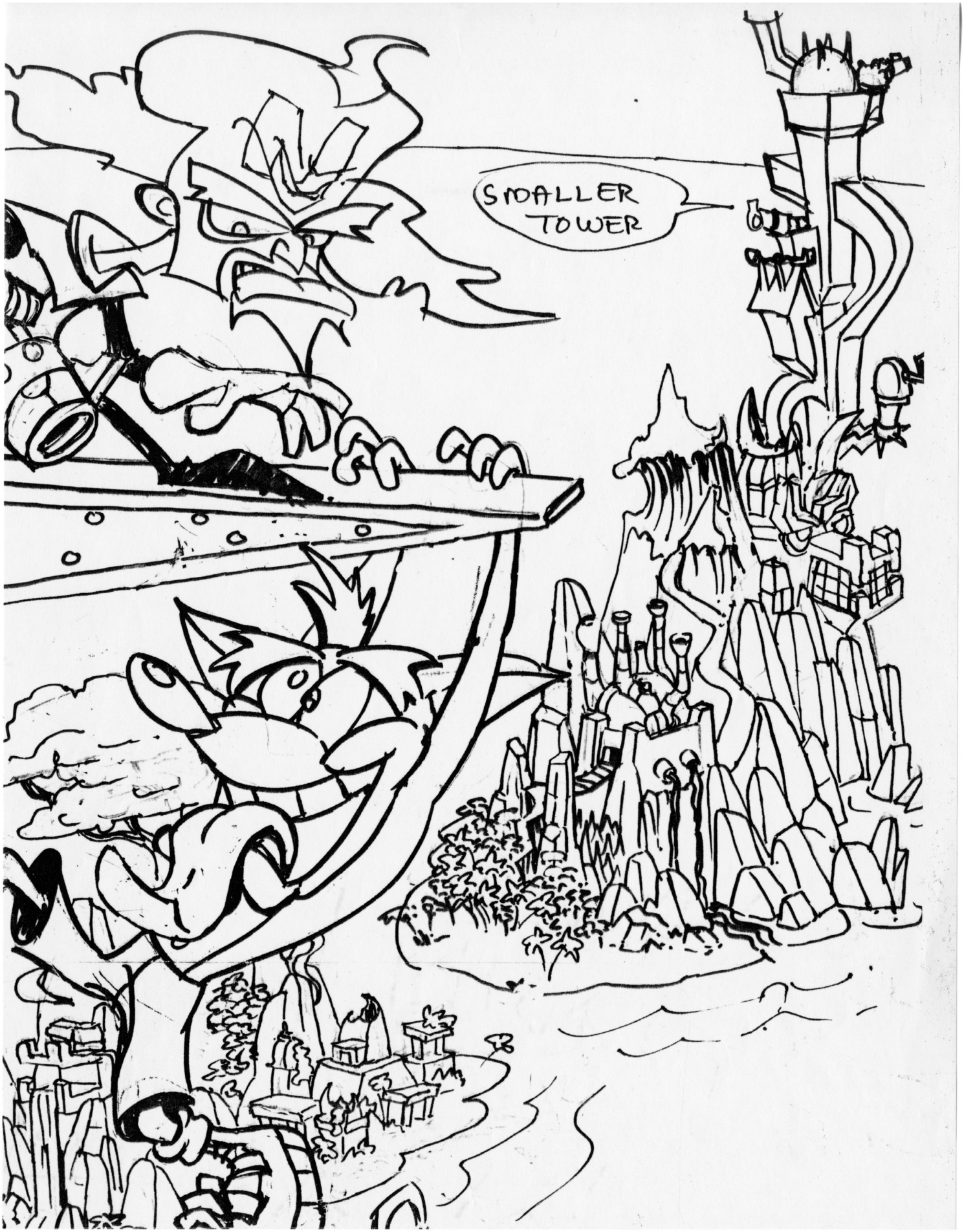
LEVEL LIST

#	Type	Level#	Name
1	3D	Level 9	Jungle - Entrance
2	3D	Level c	Jungle - Rollers 1
3	2D	Level i	Villiage - 2D 1
4	3D	Level h	Villiage - Inside 1
5	3D	Level	Villiage - Inside 2
6	2D	Level q	Villiage - 2D 2
		Level a	**--Papu Papu**
7	P	Level f	Jungle - River 1
8	3D	Level l	Jungle - Rollers 2
9	3D	Level e	Jungle - Boulder Chase 1
10	2D	Level b	Mountain - 2D Dirt Cliff
			--Koala Kong
11	3D	Level j	Jungle - Boulder Chase 2
12	3D	Level o	Jungle - River 2
13	3D	Level	Jungle - Rollers 3
14	2D	Level d	Mountain - Waterfall
		Level n	**-- Ripper Roo**
15	P	Level s	Ruin - Platform 1
16	2D	Level	Ruin - 2D 1
17	2D	Level	Ruin - 2D 2
18	P	Level	Ruin - Platform 2
			-- Kimono & Kimodo
19	3D	Level 3	Power Plant - 3D
20	2D	Level 6	Power Plant - 2D
21	P	Level 5	Power Plant - Platforms
22	3D	Level 7	Power Plant - Barrel Roll
		Level 8	**-- Pinstripe**
23	3D	Level k	Mountain - Rope Bridge 1
24	3D	Level m	Mountain - Rope Bridge 2
25	3D	Level	Castle - Halls 1
26	3D	Level	Castle - Halls 2
			-- N. Brio
27	2D	Level	Castle - Outside 1
28	2D	Level	Castle - Outside 2
29	3D	Level	Castle - Lab 1
30	3D	Level	Castle - Lab 2
			-- N. Cortex
A		Bonus A	Cavern - Bonus A
B		Bonus B	Cavern - Bonus B
C		Bonus C	Cavern - Bonus C




N CORTEX'S
CASTLE


SMALLER
TOWER

GAMES/VIDEO & ELECTRONIC

THE CRASH BANDICOOT FILES

A DELUXE HARDCOVER REPRODUCTION OF NAUGHTY DOG'S ORIGINAL *CRASH BANDICOOT* DEVELOPER'S BIBLE!

Take a rare glimpse into the making of a video game icon, and gain a firsthand taste of the undistilled creativity that brought Crash, Cortex, Aku Aku, and the rest of your favorite characters to millions of screens around the world! Reproducing Naughty Dog's original design document for *Crash Bandicoot* from the best available sources, this unique volume features original concept illustrations and includes a foreword from Crash's creators to lend insight into how Crash Bandicoot came to be the unforgettable video game character he is today. This tome is sure to please all who possess a thirst for imagination and curiosity surrounding the creation of games!

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